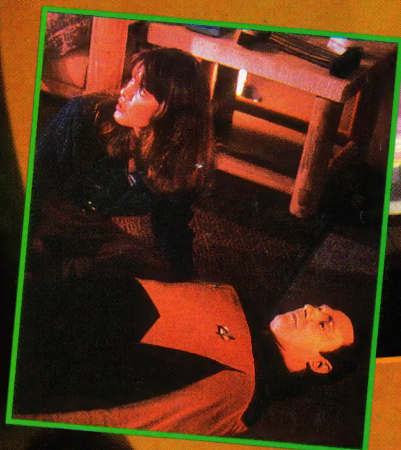


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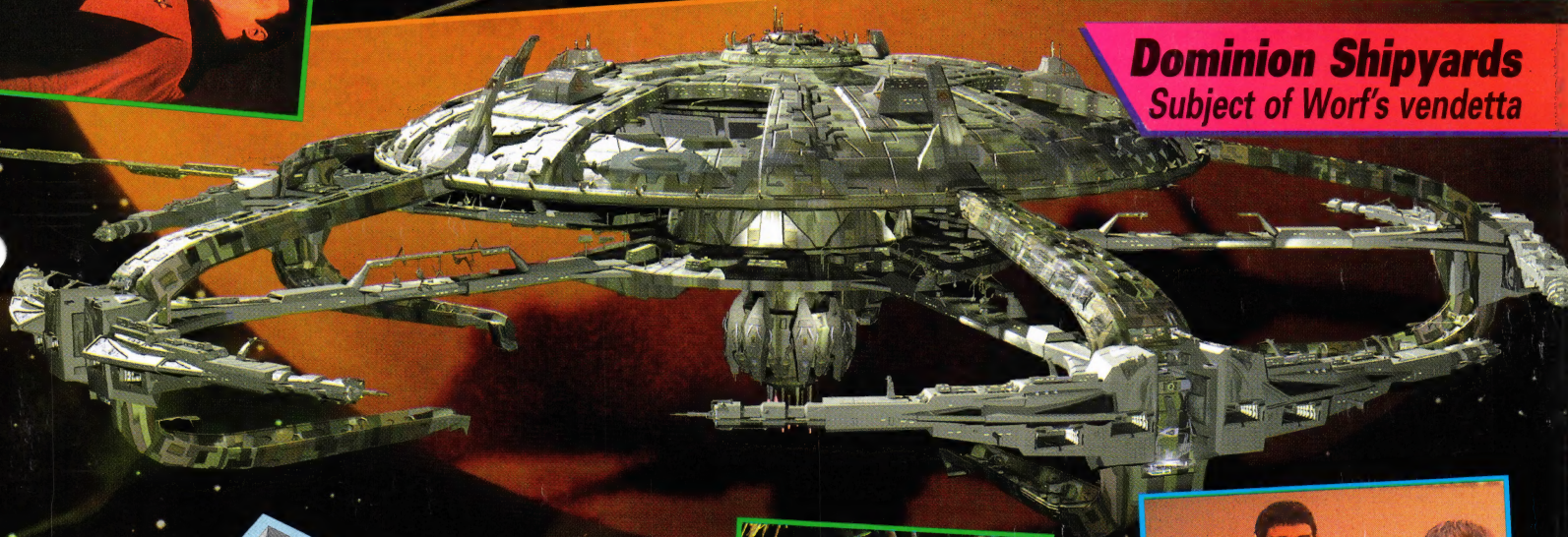
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Cardassian Architecture
Beautiful cities of a war-torn world

Ard'rian McKenzie
Assisting Data on Tau Cygna V

Dominion Shipyards
Subject of Worf's vendetta



Perrin - wife of Sarek
Consort of a legendary diplomat

Vina - saved by the Talosians
Human woman entices Captain Pike

U.S.S. ENTERPRISE NCC-1701-A
Private quarters of Captain James T. Kirk

ISSN 1364-3983



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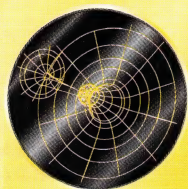
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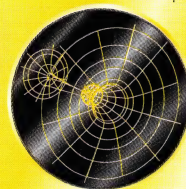


SPACE
PHENOMENA

The Guide to the STAR TREK Galaxy

FILE 5 CARD 37

NEUTRONIC WAVEFRONT



SPACE
PHENOMENA

A Class-9 neutronic wavefront nets the *U.S.S. Voyager NCC-74656* in mid-2376, and before the crew pass through its far side, they are swept away in a wild and turbulent ride.

As the crew of the *U.S.S. Voyager NCC-74656* enjoy a holodeck program created by Lt. Tom Paris of an Irish village named Fair Haven, it is reported that a Class-9 neutronic wavefront is approaching the Starfleet vessel at a velocity of 200,000 kilometers per second.

The wavefront's early analysis leads **Seven of Nine** to hypothesize that it was created by the collision of two neutron stars. From the moment of discovery, the wavefront's neutron radiation begins to disrupt plasma flow, prohibiting the *Voyager* going to warp. With only 15 hours until the front edge of the wavefront reaches the starship, and with impulse power not enough to maneuver away from the storm, **Captain**

Kathryn Janeway suggests that they "ride out" the storm by creating an **inverse warp field** which will anchor, and protect them from the turbulence created by the wavefront. A precautionary inoculation of the crew against further radiation, along with modifications to convert the **warp core**, and *Voyager* is anchored and ready for the coming of the neutronic wavefront.

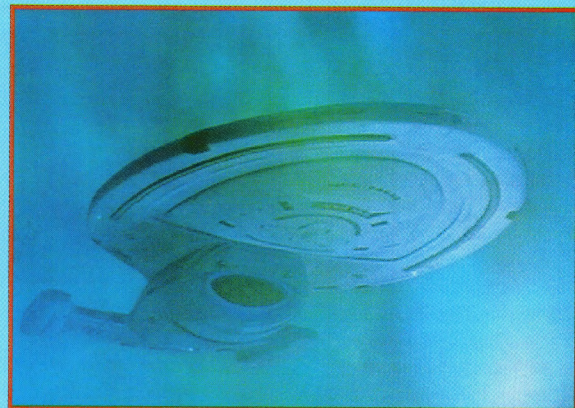
Like flotsam and jetsam

The neutronic wavefront approaches and passes over *Voyager*, causing the ship to tremble violently. After another long tremble, the ship is suddenly slammed by the leading edge of the wavefront. After clearing this, the turbulence decreases and the shields hold. Inside the large storm cloud, it is reported that the only

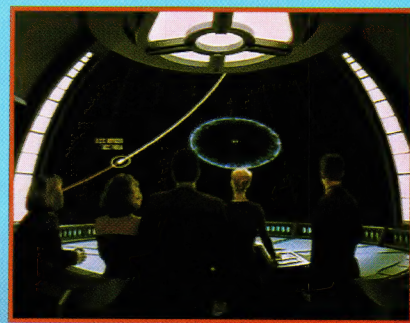
The U.S.S. VOYAGER NCC-74656 spends three and half days drifting in the neutronic wavefront, and the crew seize the opportunity to enjoy some leisure time in the continually running holoprogram Fair Haven.

damage is a ruptured plasma conduit on Deck 9, and a repair team is dispatched.

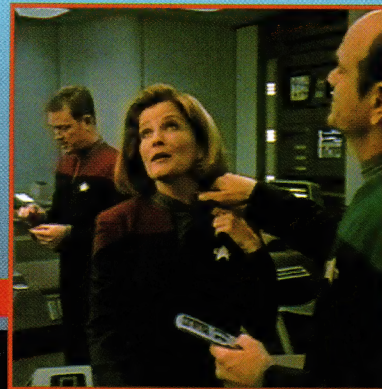
Ten hours into the storm, and with an estimated three days before they clear the wavefront, the crew turn their attentions to Tom Paris's holodeck creation Fair Haven. Captain Janeway finds herself a romantic interest in **Michael Sullivan**, who she modifies to her specifications. **Lt. Commander Tuvok**, however, is not faring too well in the mess hall. He is found dizzy and rubbing his temples feeling a little queasy, and perhaps



Seven of Nine and Chakotay work together in the **Astrometrics lab** to hypothesize the origins of the neutronic wavefront, its projected path of travel, and level of disruption.



Captain Kathryn Janeway sets an example in sickbay where the Doctor, assisted by **Tom Paris**, inoculates against radiation poisoning.



ANATOMY OF A SPACE WAVE

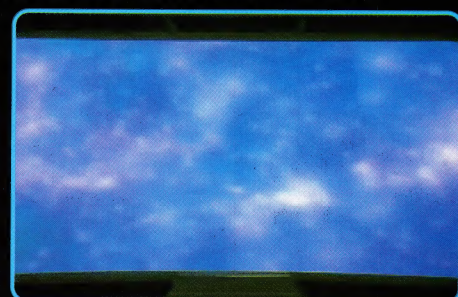
Neutronic tempest

The neutronic wavefront can be described as a large hurricane-like mass which extends for three point six light years in size. It is traveling at a velocity of 200,000 kilometers per second toward the *U.S.S. Voyager NCC-74656*. The space storm approaches *Voyager* at this incredible rate of speed, and on the bridge viewscreen it appears as a massive, roiling surge of energy charged clouds. The wavefront is visible outside all the windows as dense streams of bluish particles pulsing with energy and low-grade radiation.



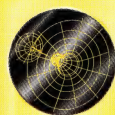
The U.S.S. VOYAGER NCC-74656 is enveloped in the varying hues of the powerful neutronic wavefront.

This natural, yet unusual space phenomenon must be navigated with extra attention to protect the vessel.



The roiling clouds of the neutronic wavefront do not offer a smooth ride; **VOYAGER** suffers prolonged buffeting.

The U.S.S. VOYAGER NCC-74656 is only a few short moments from freedom – five minutes too long – when it is violently swept into the current of the wave flowing parallel to undisrupted space.

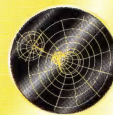


SPACE
PHENOMENA

The Guide to the STAR TREK Galaxy

FILE 5 CARD 37

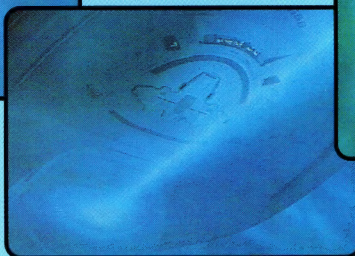
NEUTRONIC WAVEFRONT



SPACE
PHENOMENA



The deflector beam cuts a swathe of pure white light through the turbulent onslaught of the waves' malevolent neutronic gradients.



The VOYAGER diverts all of its available power to the deflector beam emitters in a desperate attempt to escape the tow of the neutronic wavefront.

suffering from motion sickness. Seven of Nine suggests that Tuvok may be suffering from space sickness, but being **Vulcan**, he is not prone to that condition. **Neelix** and **Paris** arrive discussing a traditional Irish meal. The talk of blood pudding is enough to make Tuvok look sick, and he excuses himself to see the **Doctor**.

Weathering the storm

The following day **Commander Chakotay** returns from **Astrometrics** and reports the worst is about to come. Seven of Nine has found an increase in the neutronic gradient at the trailing edge of the wavefront, and it's going to be a rough ride when it hits. With two days to go until the trailing edge hits, Janeway orders further shield modifications. Tuvok then remarks that he might be able to explain his

recent space sickness; Vulcan physiology is highly sensitive to neutronic gradients.

The trailing edge of the neutronic wavefront approaches *Voyager* and churns violently as it rocks against the ship. The crew brace themselves as the ship begins to tremble slightly. **Ensign Harry Kim** states that the neutronic gradient is rising from 30 million terajoules up to 60. The shields hold, but the trembling of the ship worsens. A small explosion ignites a console on the bridge as a report comes in from engineering. The inverse warp field is destabilizing, and the result is that the *Voyager* is losing its anchor. With five

minutes to go before *Voyager* clears the wavefront, the gradient rises dangerously fast up to 90 million terajoules. A sudden jolt shakes *Voyager*, and the ship goes to red alert. The stabilizers go offline and the vessel begins to be rocked and tilted violently, careening through the bluish storm clouds of energy. The thrusters have no effect in stabilizing the ship, and the shields begin to fail.

Riptide

Voyager is now being pulled along with the storm, only 1000 kilometers from the perimeter of the trailing

edge of the neutronic wavefront. Chakotay devises a plan to break *Voyager* free from the storm by using the ship's **deflector beam** to cut a path through the wavefront. Tuvok agrees that it is possible, but they would have to direct all available power to the **deflector beam emitters**. Janeway begins to transfer all secondary power sources including **transporters, replicators, and holodecks**. Ensign Kim then states that there is not enough time to go through the **hologrid** shutdown sequence, and this will result in the loss of the Fair Haven holodeck program. It

GALAXY FACTS

- The collision of two neutron stars causes a massive wavefront high in neutronic radiation, and can cause plasma flow to be disrupted on passing starships.
- The U.S.S. *Voyager* NCC-74656 encounters a sentient spatial distortion wave in 2371, which disrupts the warp field, holodecks, and crew.

is a bittersweet moment but the captain does not hesitate, and orders it done.

Voyager begins to report damage on Decks 6 and 7 of hull fractures, but still the emitters lack enough power. Energy is then siphoned from the plasma network, and the deflector beam dish glows with energy, a bright beam which begins to carve a path through the wavefront. At 400 kilometers the deflector output drops, energy is then routed from life support and environmental control. The wavefront is eventually parted by the deflector beam, and *Voyager* passes through the energy tunnel and escapes the storm. The shaking stops, and expressions of relief pass over the faces on the bridge.

Lt. Commander Tuvok is bemused by his feelings of space sickness. He later realizes that his Vulcan physiology is adversely affected by the shifting neutronic gradients.



The colors of the virulent storm clouds vary from navy blue, indigo, azure, turquoise, and white. Its beauty shows no mercy.

BATTERED HOLODECK

Tears in the sky

Without enough time to shut down the hologrid, the crew examine the resulting damage of the wavefront. The holodeck grid becomes visible through the sky above Fair Haven, as the program begins to destabilize. The wavefront causes some strange and damaging effects on the holodeck program causing certain objects to fizzle in and out of view; others, such as the flower cart fade in color. The photonic decay is so great that it destroys most of the program, making it possible to save only 10 percent. Captain Kathryn Janeway allows Tom Paris to begin his seven week task of repairing the program.

The famously popular Fair Haven holodeck program is inspected by VOYAGER's crew for signs of damage.





The Guide to the STAR TREK Galaxy

FILE 11

CARD 12A



KHITOMER CONSPIRATORS

The revolutionary peace negotiations between the Federation and the Klingon Empire mark a turning point in Galactic affairs in 2293, but they are threatened by a conspiracy of few who fear a bold new future.

The overtures to peace conducted by **Chancellor Gorkon** of the **Klingon High Council** in 2293 are among the most ambitious, radical, and far-reaching diplomatic endeavors ever proposed in the **Alpha** and **Beta Quadrants**. Whether Gorkon's initiative would have been made if the **Klingon** moon **Praxis** had not exploded is unknown, but the fact that this devastating ecological disaster does indeed occur is enough to spur the chancellor's plan into action, despite the reservations of some of the more warrior-led factions within the **Klingon Empire**.

The olive branch of peace is openly welcomed by the leaders of the

United Federation of Planets, although, as with the Klingon government, there are some high-ranking officials within **Starfleet** who oppose the preliminary diplomatic ties being formed. These voices of dissent believe that **Starfleet** should conduct a military operation to subdue the Klingon Empire, in the belief that a military uprising could be mounted by the doomed race.

Nevertheless, Gorkon's approach is accepted, and, after months of secretive talks with **Ambassador Sarek of Vulcan**, and his son, **Captain Spock**, he is invited to Earth to conduct further meetings with the **Federation President**. A hesitant **Captain James T. Kirk** and the crew of the **U.S.S. Enterprise NCC-**

1701-A are assigned the dubious honor of escorting **Kronos One** – Chancellor Gorkon's vessel – to Earth, for the simple fact that, as **Starfleet's** Commander in Chief puts it: "they'll think twice about attacking the *Enterprise* under your command."

Tragic occurrence

The mission does not proceed as expected, however. Kirk is openly distrustful of the Klingon delegation that he invites aboard the *Enterprise* for dinner. In addition, after rather generous helpings of **Romulan ale**, the evening descends into petty arguments and derogatory banter. All of this pales into insignificance after the events of just a few hours later, however.



The two **Starfleet** crew members charged with assassinating **Chancellor Gorkon** stalk menacingly through the corridors of his vessel, **KRONOS ONE**.

The crew of the **U.S.S. ENTERPRISE NCC-1701-A** transport to **Khitomer** to end the conspiracy and save peace.



Following the regrettable events of the dinner party, **Captain Spock** returns to duty on the bridge where he detects an enormous amount of neutron radiation seemingly emanating from the *Enterprise*. Seconds later, at 1:18:32 AM, the starship appears to launch a **photon torpedo** at **Kronos One**, crippling the Klingon vessel. Moments later, two personnel in **Starfleet** environment suits transport over and

assassinate **Chancellor Gorkon** in his stateroom.

This occurrence is only the beginning of a web of intrigue that includes conspirators from the three main superpowers of the **Alpha** and **Beta Quadrants** – ironically in a spirit of cooperation that will end the very peace that could, in fact, unite them – and will herald an intergalactic war, if not for the swift actions of **Captain Kirk** and his crew.

BURKE

Yeoman Burke is a human male assigned to the **U.S.S. Enterprise NCC-1701-A** in 2293. He is a short, well-built man, with cropped dark hair. Burke's low rank is signified by the **Starfleet** jumpsuit he wears when conducting his duties, rather than the jacket and trousers worn by more senior officers aboard the **Federation** starship.

Yeoman Burke is present in the **transporter room** along with **Captain James T. Kirk** and his senior command crew when **Chancellor Gorkon** beams over to the *Enterprise* with his delegation at 19:30 hours in order to dine with the **Starfleet** crew. Burke stands to attention beside the entrance to the transporter room, with his colleague **Yeoman Samno** adjacent to him. When the **Klingon** party depart the transporter room, Burke is quick to comment to Samno that "they all look alike." The pair are then confronted by **Lt. Valeris**, who inquires as to whether they have work to

do, to which they hurry off down an adjoining corridor.

This work refers to the shocking events that later transpire; both Burke and Samno have been enlisted to transport aboard **Kronos One** after the vessel is disabled by a **photon torpedo**. There, equipped with **gravity boots** to counter the effects of the weightless environment, they stalk through the ship's corridors, firing eagerly at any Klingon personnel they encounter. The real intent of their mission is to murder **Chancellor Gorkon**, however, which they do with cold-blooded ease.

Burke and Samno return thereafter to the *Enterprise*, carelessly allowing droplets of Klingon blood to be carried in the transporter beam with them. Nevertheless, they subsequently cover their tracks well, hiding their gravity boots in the lockers of other personnel, and stashing their environment



Yeoman Burke is quick to comment to **Crewman Samno** about the smell of the **Klingon** party that beam aboard the **U.S.S. ENTERPRISE NCC-1701-A**.

suits in a ventilation duct.

Burke does not survive in his infamous role, however; **Lt. Valeris** later murders him with a **phaser** set to stun at close range in an *Enterprise* corridor.





The Guide to the STAR TREK Galaxy

FILE 11

CARD 12A



KHITOMER CONSPIRATORS

CARTWRIGHT

Admiral Cartwright is one of the most surprising additions to the conspiracy to halt peace between the **Federation** and the **Klingon Empire**, having served a distinguished career in the upper echelons of **Starfleet** for many years. Nevertheless, the signs of Cartwright's bigotry are clear to see in hindsight. At the briefing leading upto **Captain James T. Kirk's** assignment to escort **Kronos One** to Earth, Cartwright openly attacks the peace initiative, proposing instead that they drive the Empire to its knees, thus allowing the Federation to be in a far better position to "dictate terms." When the briefing is concluded, Cartwright sarcastically comments to the stunned Kirk that he doesn't know whether to congratulate him or not on his forthcoming mission.

Following the imprisonment of Captain Kirk and **Dr. Leonard H. McCoy** for the assassination of **Chancellor Gorkon**, Admiral

Admiral Cartwright attempts to deflect attention from his involvement in the conspiracy, but his guilt is well-documented.

Cartwright takes part in a presentation to the **Federation President** designed to show how the Starfleet officers could be retrieved with minimal losses. The President's comment that this would likely lead to war between the Federation and the Klingon Empire is a prospect that Cartwright surely finds more promising than peace.

Exposed

Cartwright's part in the plan is revealed by his fellow conspirator, **Lt. Valeris**, during an enforced **mind-meld** with **Captain Spock** on the bridge of the **U.S.S. Enterprise NCC-1701-A**. His appearance at the subsequent **Khitomer conference** could



easily serve as an indication of his guilt; the admiral sits nervously among the Federation contingent, his brow furrowed and damp with beads of sweat.

Admiral Cartwright attempts to flee the Khitomer conference after a second assassination attempt, this time on the Federation President. Fortunately, he is apprehended by **Captain Hikaru Sulu** of the **U.S.S. Excelsior NCC-2000**, and subsequently taken into custody.

CHANG

General Chang serves as **Chancellor Gorkon's** chief of staff in the late 23rd century, and is also one of the chief architects of Gorkon's downfall. Chang has a distinctive appearance thanks in part to the worn patch bolted into place over his left eye, and his bald head that contrasts with the dark manes usually exhibited by **Klingon** males. Nevertheless, he is considered one of the **Klingon Empire's** greatest warriors, due to his finesse in battle and his tactical cunning.

Two warriors

Chang accompanies Gorkon on the fateful voyage that results in the chancellor's death, and proves to be most enamoured by the legendary **Captain James T. Kirk**, whom he enjoys engaging in a series of verbal spars over the dinner table. The general proves to be one of the most deceptive individuals to take part in the conspiracy, not only by having Kirk and **Dr. Leonard H. McCoy** arrested for Gorkon's death when he knows all too well who is responsible, but also by acting passionately for the prosecution during the trial of the two **Starfleet** officers.

Chang later retires to the bridge of the conspiracy's most powerful tool – a prototype **Klingon Bird-of-Prey** that can fire when cloaked – in order to monitor the events that follow, and to assist in the staging of a second assassination attempt at the **Khitomer conference**. The general's place in the conspiracy is exposed by **Lt. Valeris** during a painful **mind-meld** with **Captain Spock**.

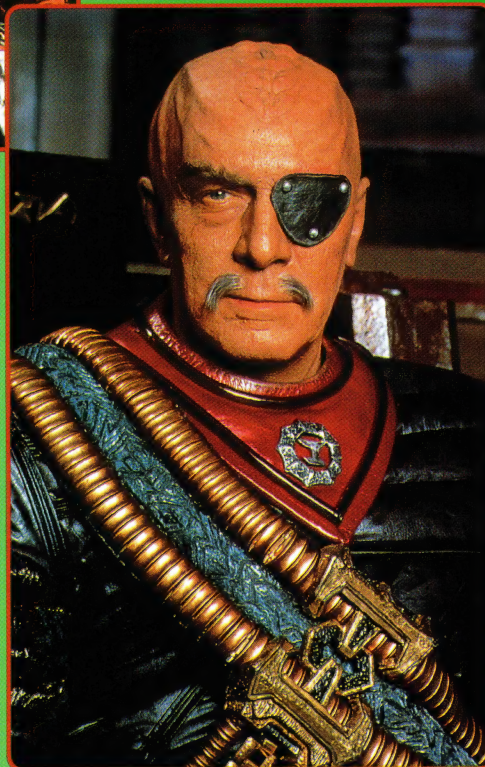


General Chang watches intently as Dr. Leonard H. McCoy struggles to save the life of the critically injured Chancellor Gorkon.

Chang is a scheming individual who plots to return the Klingon Empire to a time of cold war with the Federation.

Chang's deduction that Captain Kirk will discover the location of the rearranged peace talks proves correct, and he presses his vessel into a battle with the **Enterprise**, albeit one in which he has the upper hand, as the Starfleet vessel is unable to detect the **Bird-of-Prey**. The egotistical nature that Chang possesses comes to the fore in this conflict; knowing full well that he holds the tactical advantage and can destroy the **Enterprise** on a whim, the general takes to taunting Kirk with Shakespearean quotes. He even relishes the prospect of destroying two Starfleet vessels when the **U.S.S. Excelsior NCC-2000** enters the battlefield.

Nevertheless, the **Enterprise** crew discover a method by which they can track the **Bird-of-Prey**, and as Chang watches with bemusement as a single **photon torpedo** arcs toward his ship, he resigns himself to a glorious death at the hands of an honorable foe.





The Guide to the STAR TREK Galaxy

FILE 13 CARD 13

CARDASSIAN ARCHITECTURE



The legendary **Cardassian** architecture is tough and uncompromising, and is designed to remind the common people of their subservient relationships to their masters and the state.

Cardassian architectural style can best be described as honest; in other words, the function of the individual elements is not concealed for aesthetic effect. As a result, supporting columns and beams are almost always visible. The Cardassians tend to show the inner workings of their systems; for example, some circular doors have extremely obvious ridged edges like cogs, which are used to roll them in and out of place. This approach also explains why their **turbolifts** do not have doors.

Cardassian design is extremely ordered and formulaic; they prefer to work in threes. This can be seen in the design of space stations such as **Empok Nor** and **Terok Nor** – later named **Deep Space Nine** – where three docking pylons are placed at equal distances around a circular

docking ring. It should be noted that the station is also made up of three rings, from the small inner ring, which contains **Ops** and the **Promenade**, to the **habitat ring** and finally, on the station's outermost edge, the docking ring. These three rings are then joined by three crossways.

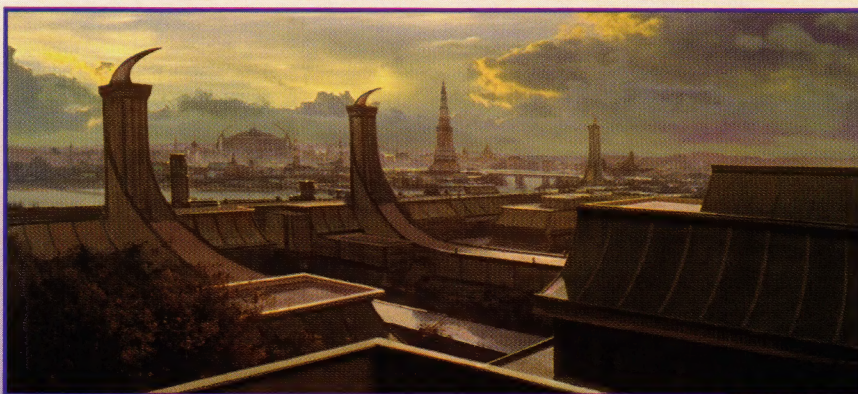
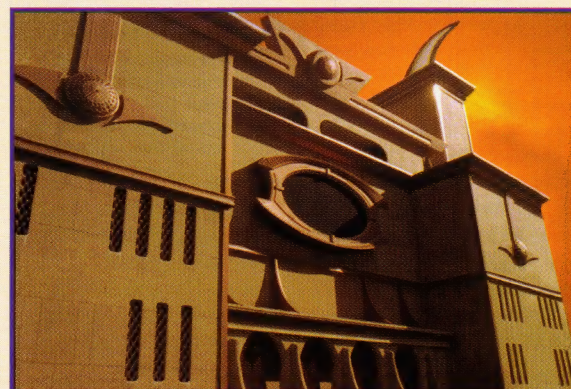
Power of three

The Cardassians' desire for balance over symmetry leads them to prefer ellipses to perfect circles, and angles to straight lines. Their tendency to see things in threes often leads to curved, triangular doorways.

The Cardassians favor unity, and the same forms are repeated throughout their structures, both inside and out. One of the most favored shapes is a curved arm or tower, which can be seen in both ground-based buildings and space stations.

The Cardassian aesthetic

▶ **Cardassian architecture tends not to incorporate many windows into its designs. Those that do appear are small or narrow in size, and do not provide many viewing opportunities.**



▶ **A Cardassian cityscape is a bleak and menacing sight. The thematic influence of uniformity and balance lend an overall sense of dark beauty.**

reflects the very tough, spartan values that dominate their lives, a sign that they see beauty in strength. Consequently, their structures are often angular and aggressive, and feature sharp points and spars. The vast majority of buildings in Cardassian cities are built from the

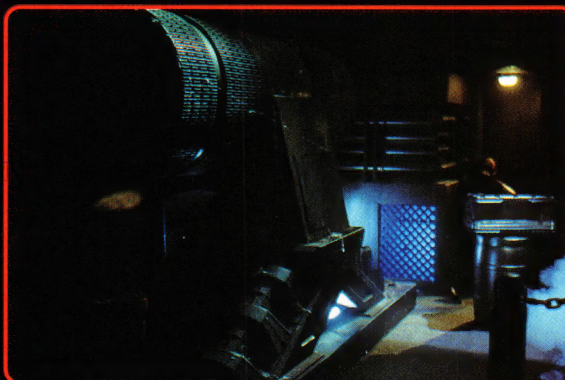
same material – a dark gray substance that resembles granite and is clearly admired for its tough appearance. As a result, Cardassian cities tend to look very uniform, and resemble the belly of a

vast slate gray insect that extends as far as the eye can see. Doorways and window frames are often constructed of metallic substances that resemble bronze or gun metal; like the stone material, these

HOME SWEET HOME

Domestic Interior

Private dwellings can be almost as intimidating as the monumental state buildings. Some ancient homes still retain many period features, including cellars. Family is very important to the Cardassians, and some homes are very large as they house multi-generational families. More modern dwellings have brighter lighting and brighter colors, in contrast to traditional decor.



▶ **Mila inherited her home from Enabran Tain for her years of loyal service. The house has been her home for over 30 years, and holds many secrets.**



▶ **Legate Ghemor's home befits his prominent status.**



▶ **Ghemor's office space is brighter than customary.**

GALAXY FACTS



Cardassians are considered expert architects, but their standards are considerably lower than those of Starfleet regulations.



Cardassia Prime is home to legendary archaeological ruins, that are highly regarded by experts in this field.

are valued for their strong appearance.

The political realities of maintaining an oppressive regime mean that government buildings have to be well-defended; consequently many of them resemble bunkers, and have few windows that could be used to gain entry.

Cultural significance

Like most cultures, the Cardassians have constructed their cities around rivers, which were historically important for trade. Typically, important buildings are built on the river banks and can be seen reflected in the water, which turns bright red at night when it also reflects the setting sun.

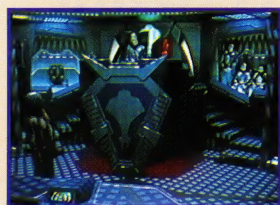
Cardassian architecture is designed to express and reinforce Cardassian ideology. For hundreds of years, the Cardassians are governed by a fascist system, with the vast majority of people acknowledging their subservience to a political elite. Even within the ruling class, the system maintains a strong hierarchy. Cardassian architecture places great emphasis on the importance of senior figures. In a court room the



The Guide to the STAR TREK Galaxy

FILE 13 CARD 13

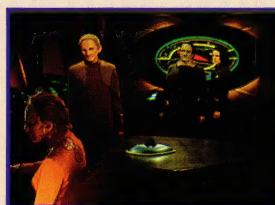
CARDASSIAN ARCHITECTURE



▲ **Cardassian courtrooms are designed to intimidate; the accused is forced to look up at the judge.**

archon – or judge – sits on a podium that is raised several meters above the ground, where the prosecution and defense argue their cases. On a space station such as *Terok Nor*, the commander's office in the operations center is on a higher level than the rest of the room, and has to be approached by steps. Furthermore, the room is separated from the rest of ops by large doors. On a Cardassian ship, the commanding officer sits on a raised chair, looking down on his officers. This is in stark contrast to **Klingon** or **Federation** ships, where the captain is almost invariably surrounded by his crew.

Cardassian architecture also reminds the people that they are under constant surveillance. In practice, every citizen is monitored by the secret police, or **Obsidian Order**, who carefully note any signs of unpatriotic activity. In architectural terms, eye-shaped monitors on the walls of buildings look out over the people. In practice,



▲ **During the Dominion war' the Cardassians and their Gamma Quadrant allies use this barren bunker to plot.**

these are used for public proclamations, but the symbolism is unmistakable. Once again, the monitors are far higher than they need to be, forcing the people to look up at their rulers.

Cardassian interiors tend to be dark. Where the Federation favors large expanses of window, typical Cardassian structures have relatively small windows, rarely more than a meter across. Even in a room which has several windows, such as the commander's office on a space station, the openings rarely take up more space than the supports around them.

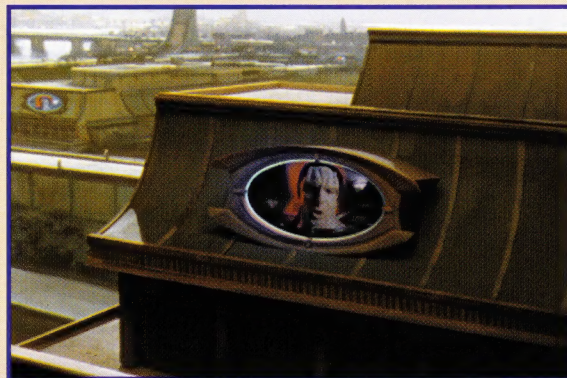
Cardassian society makes no concessions to the infirm or the disabled, and the same is true of their living spaces. For example, doors have lips, that prevent wheelchairs from moving freely.

Cardassians are fascinated by vertical forms and their interiors are often higher than they are wide. Again, this reflects their obsession with a social hierarchy. On *Terok Nor*,



▲ **The Doctor consults a holographic Cardassian medical specialist, which reveals details of his office space.**

▲ **The promenade on TEROK NOR employs an honest approach, and shows the structure of its beams and arches.**



▲ **One distinct feature of Cardassian architecture is the collection of eye shaped monitors that hang from the top stories of city buildings.**

there is a massive promenade that runs around one entire level of the station. This is effectively an extended corridor; the remarkable point is that it is on two and sometimes three levels. Each level is taller than it strictly needs to be, and the combined height of the space is enormous.

Level treatment

During the Cardassian occupation of **Bajor** this multi-tiered design had a practical purpose. The subjugated **Bajoran** citizens were confined to the lower levels, where they were literally penned in, and their Cardassian oppressors patrolled the upper levels, where they

could oversee them in safety. It is clear, however, that the Cardassians also favor this design for aesthetic reasons, since the Cardassian skyline is dominated by narrow towers, many of which were built to honor war heroes.

In 2375, some of the greatest Cardassian cities are destroyed when the **Dominion** turn on their former allies. There is every hope that a new more inclusive **Cardassia** will emerge from the smoking ruins of the old buildings, and it seems likely that this will lead to a new style of architecture more in keeping with the open society so many Cardassians dream of.

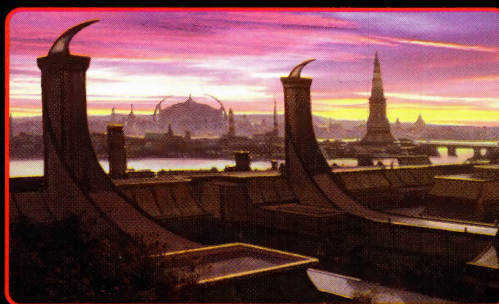
STRENGTH IN NUMBERS

Arch inclination

Cardassian architecture is formal in design, and follows many thematic preferences. One such preference is the use of arches and arch shapes.

City designs often ornament chimneys and turrets with pointed half-arches directed into the edifice. An overall impression of the cityscape can be compared to a beast with its claws drawn, or fangs bared.

Celestial designs do not abandon this distinctive embellishment, but incorporate it into the overall structural form of its space stations.



▲ **Cardassian architecture incorporates arches that curve in toward its edifices into many of its designs. This is particularly notable atop the plethora of state buildings.**



▲ **DEEP SPACE NINE, formerly known as TEROK NOR, employs the Cardassian proclivity for sets of threes in its architecture.**

SHIP:

U.S.S. ENTERPRISE NCC-1701-A

FACILITY:

CAPTAIN KIRK'S QUARTERS

LOCATION:

DECK 5

Starships of the 23rd century are smaller and more compact than many of their successors of the following century. The captain's quarters aboard a *Galaxy*-class vessel might contain a sizable reception and separate sleeping area, with windows looking out onto space. The facilities aboard a *Constitution*-class starship, however, are not nearly so lavish.

The quarters assigned to **Captain James T. Kirk** and his senior officers aboard the *U.S.S. Enterprise NCC-1701-A* are not extravagant. The standard cabin is about five meters square, with plain gray-colored walls and little decoration other than personal touches provided by the occupant. There is little variation in the design.

Layout of the quarters

The door is the familiar sliding *Starfleet* design. It responds automatically to the approach of the occupant of the cabin; it can also be opened by pressing the manual control set into the bulkhead next to it. A door chime can be operated from the corridor outside to announce the arrival of a visitor.

Clockwise from the door is a wardrobe set into the corner. This is equipped with an electronic sliding door and control pad on the panel next to it. A storage shelf is set above the hanging space.

The other bulkhead forming a right angle with the wardrobe features two necessities to 23rd-century living: a **food slot**, and a desk with a computer terminal. The food slot is in a brightly-lit recess set into the wall. It supplies the captain with a wide choice of food and beverages prepared in the galley in the convenience and privacy of his own room, rather than the communal mess hall.

The writing desk is a simple flat surface with a chair. A chest of drawers is set into the right-hand side of the desk below the table top and next to the space accommodating the desk user's legs.

Kirk appears to use the desk as a display bench. He has arranged various items of sentimental value, including an unspecified gold object, and a trophy of what appears to be a man with a set of wings rising above his head. This is doubtless one of the many decorations he has received during his career. He sometimes places his reading glasses on the desk as well.

Pride of place goes to a framed picture of his son, **David Marcus**. Kirk does not know the boy for much of his life, but they meet and reach an understanding of sorts in 2285. The young man is killed in a skirmish with the **Klingons** shortly afterward. Kirk often spends time contemplating the photo, notably in 2393 while en route to begin peace negotiations with the Chancellor of the **Klingon High Council**.

A small set of controls are built into the desktop. These probably operate the long, rectangular monitor screen occupying the

bulkhead just above the bench. Kirk can use this for purposes as diverse as visual communication, or the recording of his captain's log. He often completes the latter while wondering restlessly about the cabin.

The next wall around is taken up by the bed. This is a single bunk set flush against the wall. The sheets are a crisp white, and tucked into brown, standard-issue blankets with a blue **Federation** emblem on them. Two pillows complete the ensemble. The wall behind the bed is slatted, and the ceiling above angles gently into the wall at about head height. The restricted space behind the bed is used for storage of small items.

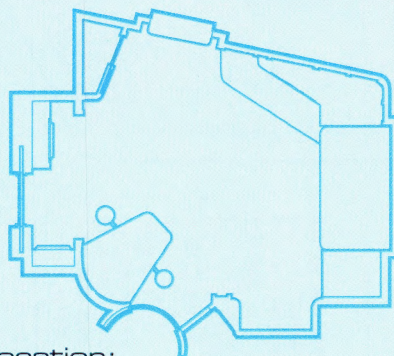
The cabin's final bulkhead is partially divided into a segmented mirror. A large hatch is set into the same wall further down toward the cabin entrance. The purpose of this is unknown, though it is reasonable to suggest it leads to private facilities such as a toilet and **sonic shower**, as no other access port is apparent.

Personal touches

Captain Kirk's quarters are not brightly lit, though this may be a reflection of his mood and personal taste. Small circular lights are set into the angled bulkhead above the bed. Two more pairs are set into the small bulkheads on either side of the mirrors and the desk. These provide only a minimum amount of illumination, so it might be assumed that further lights are set into the ceiling and are able to be activated to light the cabin more comprehensively.

Kirk has gone to some lengths to add a homely touch to his quarters. A number of framed black and white photographs hang on the walls, filling many of the blank spaces. Each photograph appears to capture a scene rather than people, indicating they are of a decorative rather than personal nature. They help to break up the bulkheads in the unusual absence of a porthole or window.

Kirk gets precious little use from his quarters on this *Enterprise's* first mission in 2287, as the ship is hijacked by **Sybok** shortly after arriving at its destination of **Nimbus III**.

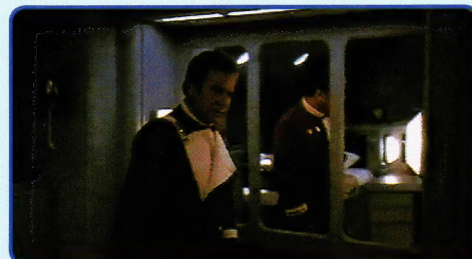


Location:

CAPTAIN KIRK'S QUARTERS



▲ Captain Kirk uses his desk to display personal artifacts such as a model of the *U.S.S. ENTERPRISE NCC-1701-A*.



▲ A panel of three mirrors adorns one of the walls; it adds depth and dimension to the accommodation.



▲ The desk space opposite the doors offers a small diagnostic display, which allows the captain to work from his quarters.

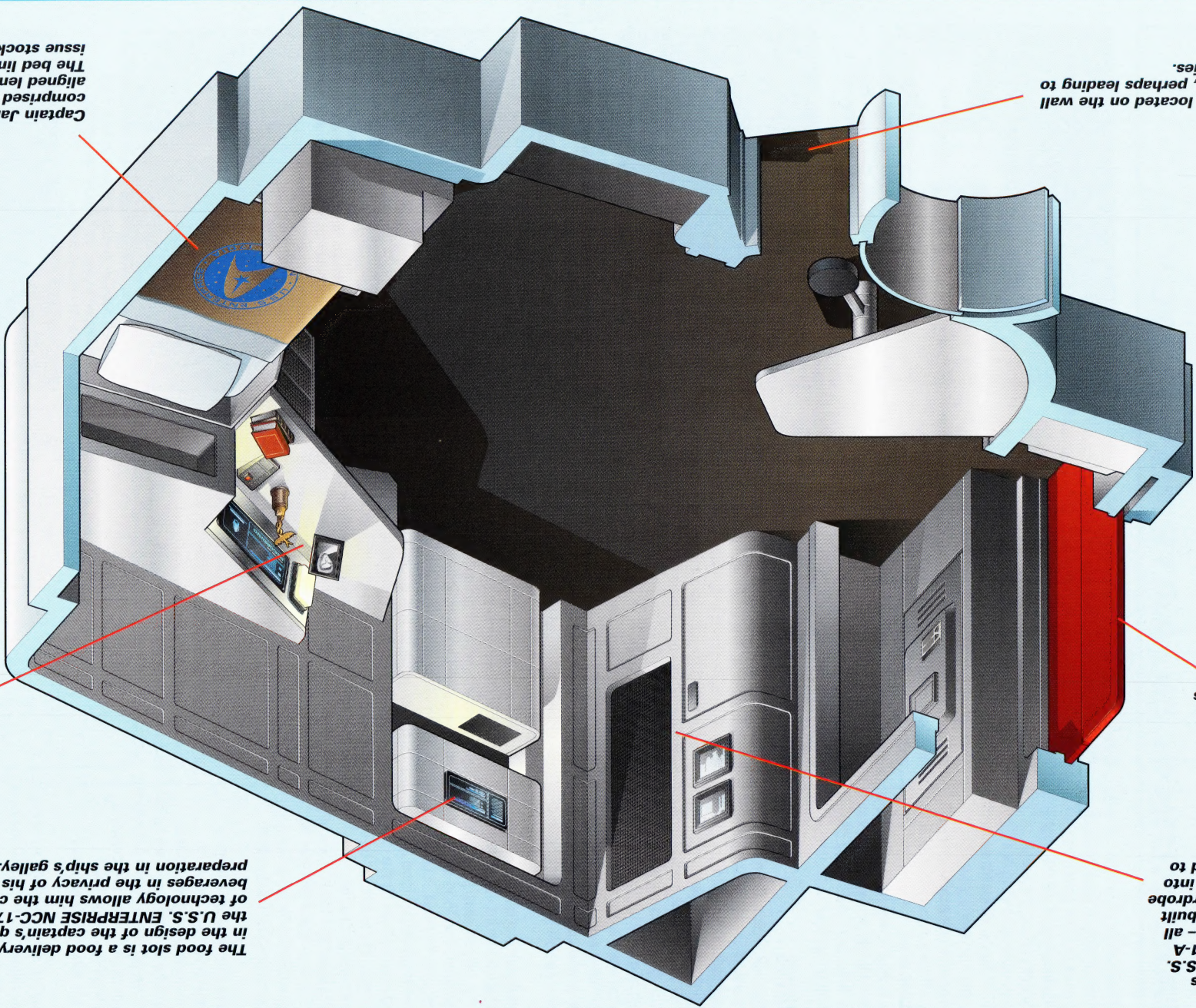


▲ Kirk hangs framed black and white photographs on the walls of his quarters for decoration.



▲ The doors to Captain Kirk's quarters open to provide immediate access to one of the *ENTERPRISE's* corridors.

CAPTAIN KIRK'S QUARTERS



Captain James T. Kirk's quarters aboard the U.S.S. ENTERPRISE NCC-1701-A are sparsely furnished – all required equipment is built into the room. The wardrobe is a large wall unit set into the corner, amply sized to hold all his clothing.

A pair of sliding doors recess into the surrounding bulkheads to provide access to the captain's quarters when desired.

An additional hatch is located on the wall opposite the food slot, perhaps leading to other personal amenities.

The food slot is a food delivery system included in the design of the captain's quarters aboard the U.S.S. ENTERPRISE NCC-1701-A. This piece of technology allows him the choice of food and beverages in the privacy of his quarters after preparation in the ship's galley.

The working surface of the corner desk opposite the door acts as a sort of mantle piece. Many of his most valued possessions on it – including a framed photograph of his deceased son David Marcus.

Captain James T. Kirk's bed is comprised of a single mattress aligned lengthways to the wall. The bed linen is Federation issue stock.

ROLES WITHIN STARFLEET

SECURITY OFFICER

DUTIES AND ROLE

A security officer best performs his duty when his presence is inconspicuous, as befits *Starfleet's* mandate to pursue science and exploration. They do, however, rise to occasions that necessitate their protective skills.

The **United Federation of Planets** has always been careful to promote the purpose of **Starfleet** as being an exploratory and scientific organization that provides a defensive capability as a necessary secondary consideration. *Starfleet* has often been called upon to defend against, and on occasion mount attacks on aggressors, but its military role is deliberately underplayed. Despite this attitude, *Starfleet* attaches maximum importance on the security of its personnel, ships, and facilities, and has a highly visible security presence in all of its operational areas. Security personnel are assigned to every *Starfleet* vessel, with the number of security crew varying according to the nature of the ship's missions, and possibility of encountering high-risk scenarios. Security officers form an important part of away missions, and are entrusted with the safety and protection of the entire crew while aboard their ship or **Starbase**, carrying out any law enforcement duties that may be required.

Starfleet Security takes many forms, with senior security officers playing a direct role in the long-term tactical planning of the United Federation of Planet's protection policies, and implementing these through a series of visible and covert methods. The promotional opportunities within security division mirror much of the service, with officers as senior as admirals advising the **Federation President** on matters of internal and external security. Officers such as **Michael Eddington** specialize in the security of *Starbases* and other facilities

near high-risk areas. Unfortunately, Lt. Commander Eddington is proof of the highly sensitive nature of the security officer's role, and the amount of damage that can be caused when this deep level of trust is abused. Security officers are often called upon to access data and information that may place the lives of others in their control, although on many occasions they may be asked to carry out unpleasant orders with little explanation of the reasoning behind them. This high level of personal integrity coupled with a determination to uphold the values of *Starfleet*, and protect the best interests of the United Federation of Planets requires a certain kind of temperament and attitude to carry out such duties.

History of protective services

Security officers have been a permanent part of *Starfleet* crews since the introduction of the **Constitution**-class vessels in the 2240's, visible by the distinctive red tunics they wear while carrying out their shipboard and away team duties. Security officers are routinely allowed to carry side-arms, and can be immediately dispatched if disturbances involving *Starfleet* crews occur during shore leave. They will be responsible for dealing with any infringement of Federation laws, although reprimands are often carried out by the captain or senior officers. The role of the security officer in the early days of *Starfleet* is limited to ship wide security, running the brig, and supervising the storage of a ship's arsenal, with no permanent station maintained on the bridge of vessels such as the **U.S.S. Enterprise NCC-1701**. Subsequent changes in *Starfleet's* crew philosophy lead to an expanded role for security officers with the introduction of the tactical station on **Galaxy**-class ships in 2363.

The tactical officer often doubles as the

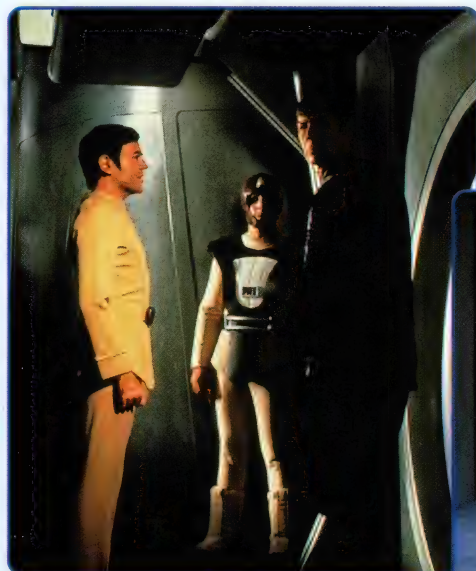


Both subtle and overt armed escort may be necessary when dealing with either hostile or unknown entities.



Security officers maintain a presence when VIPs and other dignitaries visit *Starfleet* vessels.

senior security officer aboard *Starfleet* vessels, and Lt. Commander **Worf** of the **U.S.S. Enterprise NCC-1701-D** and Lt. Commander **Tuvok** of the **U.S.S. Voyager NCC-74656** are two excellent examples of this role. Both the **Galaxy**-class and **Intrepid**-class vessels maintain a permanent tactical station on their bridges, and an examination of the security functions built into the tactical system control panels illustrates the expanded role of the security officer within *Starfleet*. It is important to note that junior security officers still fulfill the same roles as their counterparts nearly 200 years earlier, with the policing of the vessel



Security may be called upon to secure airlocks and gangway points at installations and docking stations.



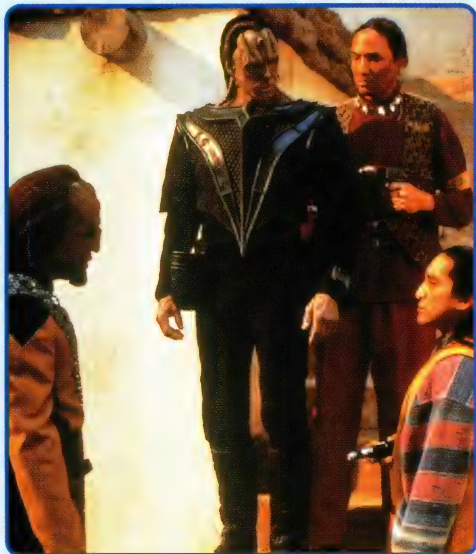
Security officers are prime candidates, for covert and intelligence missions.



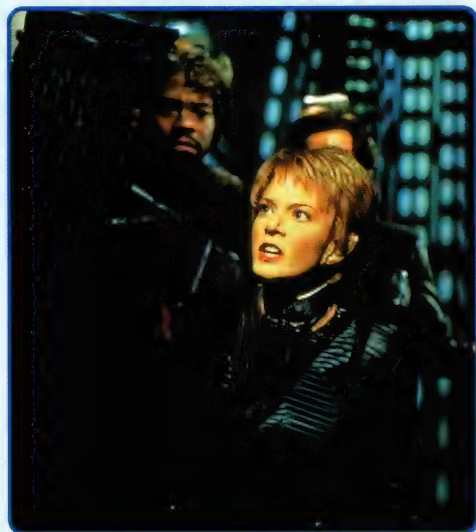
The security chief and his officers are prepared for any eventuality, such as an intraship situation or a hostage crisis.

FILE 19 A Guide to FEDERATION STARFLEET

▼ **Diplomatic missions often require a soft touch, not a heavy hand, and security officers are trained accordingly.**



▼ **The Prime Directive notwithstanding, security officers may go undercover if it proves more productive than direct contact with alien worlds.**



▲ **Supervising and staffing security facilities and holding cells aboard starships and stations is a major responsibility for security personnel.**

against internal and external threats their priority. The bridge station may be manned by a junior security officer who doubles as the tactical officer, with data readily available on the internal protection ship and crew via a low-level series of internal scanners. High level systems activate during diplomatic and cultural missions, with the full security team on alert and coordinated by the senior security officer to maintain the safety of ambassadorial personnel or high ranking visitors both aboard the vessel, or during external visits. Linked to these duties are constant surveillance by security personnel, and dedicated systems to negate possible sabotage or terrorist penetrations aboard the vessel.

Instant response

Security teams can be dispatched and directed from the tactical station via voice command or keyed instructions by the security officer, with constant communication a priority during a threat scenario. Security officers are often the first personnel to encounter a dangerous situation, with many of them paying with their lives during their attempts to protect their fellow crew. The survival of the entire ship may also rest in the hands of the security officer as they control the ship or facility's defensive shields and first-line offensive devices such as **phasers** and

▼ **At the extreme end of the duty scale, security officers must engage their training for aggressive combat, especially under threat of participating in a combat situation.**



photon torpedoes. Combat experience and the ability to keep a cool head are vital aspects to a senior security officer, with the fast actions of security personnel often proving crucial during conflicts or hazardous situations.

Team effort

It is worth noting that shared facilities such as **Deep Space Nine** often require a joint security effort, as in the case of the Changeling **Odo** working with Starfleet personnel to provide maximum security to the facility, without presenting an overbearing militaristic presence that may dissuade visitors from the station. Odo is free to police the internal volume of **Deep Space Nine** while external security is handled by **Ops** and Starfleet personnel, giving him a reasonable amount of freedom to carry out his investigative and law enforcement duties. Odo keeps constantly updated records of known felons, has his own forensics laboratory, armory, holding cell, and high level access computer system within his extended security offices. The Changeling's duties differ in the amount of detective work he may have to carry out, but his basic role remains the same as all Starfleet security staff – to maintain the safety of the facility and individuals within his sphere of control.

APT ARBITRATOR

Logic and legality

Chief of Security Lt. Commander Tuvok of the **U.S.S. Voyager NCC-74656** is frequently enlisted to render legal counsel. As with all chiefs of security, he is well versed in legal concepts, and may act as defense counsel or interrogator, even on alien worlds. Even within Federation circles, the chief of security may be pressed to provide legal defense and insight if a fellow crew member is involved in a dispute. If a JAG officer is not available, as is the case aboard the **Voyager**, Tuvok must act as counsel when any crew run afoul of local laws and custom.



▶ **Chief of Security Tuvok has played a fundamental role in some precedent setting cases involving rights of the individual.**



▶ **In cases of intra- and inter-species hostilities, the chief of security is trained to act as an impartial arbitrator.**



▶ **Captain Kathryn Janeway sometimes looks to Tuvok for legal advice and counsel.**

SHIP:

U.S.S. ENTERPRISE NCC-1701-D

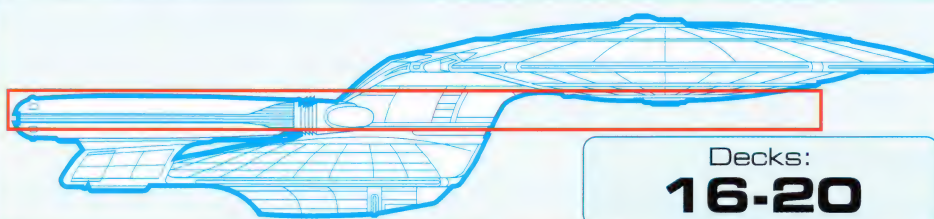
SYSTEM:

DECK-BY-DECK

LOCATION:

DECKS 16-20

Deck 16 to 20 of the *U.S.S. Enterprise NCC-1701-D* harbors the Captain's Yacht, VIP accommodations, crew quarters, and much of engineering.



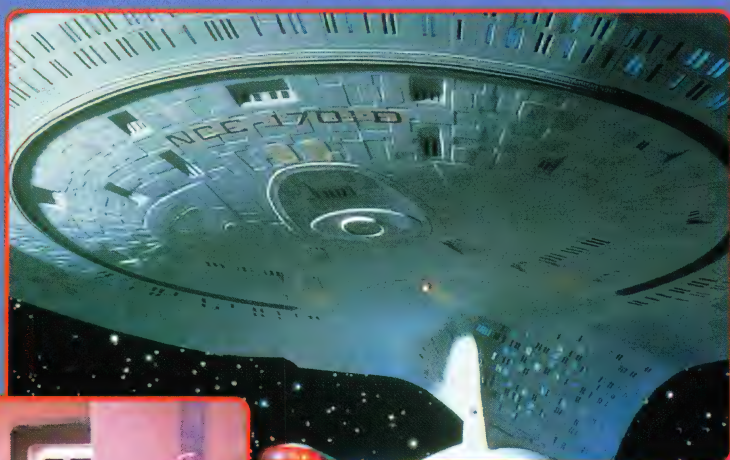
Decks:
16-20

DECK 16

The two part sectional design of the *Galaxy*-class starships leads to Decks 16 on both the engineering hull and saucer section not being connected, requiring personnel to move up a deck, and then down again in order to reach the facilities in either part of this level. The curvature of the saucer leads to the diminishment of size on Deck 16. It has the second smallest internal area after Deck 1 within the saucer section, and contains comparatively few rooms. Situated on the very bottom of the saucer, the forward central section includes saucer deflector monitoring that oversees the vital deflection systems that enables the saucer to operate independently of the stardrive section when in separation mode. The turbolift network extends to this lower deck, allowing the captain or other crew to directly access the entry airlock to the *Captain's Yacht*. This spacious vessel nestles within the underside of Deck 16, forming an integral part of the vessel under normal flight conditions. The *Captain's Yacht* is seldom used; it is most often employed for diplomatic functions where the small oval-shaped ship can be launched to operate independently of both the stardrive and main saucer section.

▶ Deck 16 of the *Galaxy*-class U.S.S. ENTERPRISE NCC-1701-D is the permanent docking station of the exquisite CAPTAIN'S YACHT.

▼ Deck 16 houses crew members in quarters of varying design. This suite is tastefully decorated in pastels, with an orchid and sculpture as finishing ornamental touches.



▼ The CAPTAIN'S YACHT is 18 meters long, 10 meters wide, and 8 meters high. The vessel can travel at warp 7, faster than most shuttlecraft. When it is not moored on the underside of the ENTERPRISE, it is almost exclusively used to shuttle VIPs when transporters are inappropriate.

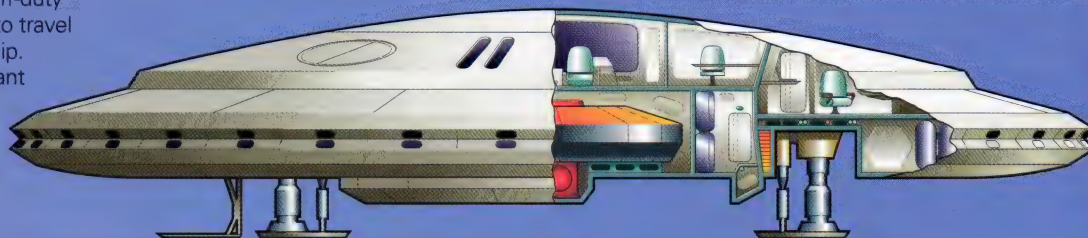


Split functions

The majority of the *U.S.S. Enterprise NCC-1701-D*'s middle and lower stardrive decks are devoted to housing the energy production systems and engineering support. These provide control and monitoring systems to the vessel's hugely powerful **impulse** and **warp drives**, as well as other vital functions. The forward part of this level, within the engineering hull, has a crew lounge, enabling off-duty personnel to relax without having to travel via turbolift to other parts of the ship. Facilities such as these are important in ship design, and are distributed around the vessel to offer the crew somewhere to take a break from the often high pressure working conditions in which they operate on a daily basis.



See: FILE 25 CARD 21A





DECK 17

Deck 17 is the first level within the *Galaxy*-class starship that is located solely within the engineering hull, and is an unusual shape when viewed in cross-section. The rear beam is relatively broad, and has a pronounced curve, with the port and starboard outer hull. It curves slightly outward then inward to the narrowly tapering forward section that forms part of the connecting column between the **stardrive section** and the main saucer. Deck

17 is classed primarily as engineering support, but also houses a crew lounge and a small number of crew quarters on its port and starboard sides.

▶ *The crew quarters on Deck 17 are designed to provide the maximum degree of comfort, and can be decorated to personal taste. Crew members are authorized to welcome visitors to the starship back to their personal accommodation if they desire increased privacy.*

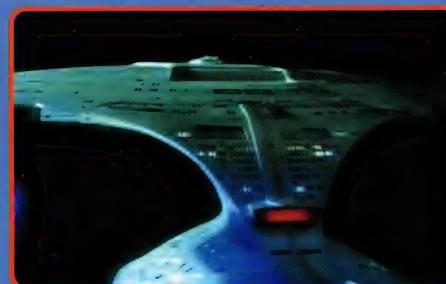


DECK 18

Deck 18 has virtually the same displacement and shape as the decks directly above and below it, once again offering a lounge at the front of this level for personnel working on, or around this deck. In keeping with all of the engineering hull's common decks with the **saucer section** down to Deck 22, there is a rectangular shaped void running centrally down the stern of the outer hull that contains several hull spine conduits for the **EPS** and computer

connection umbilicals. The deck's interior is well served by several corridors giving access to all parts of this level.

▶ *Deck 18 of the U.S.S. ENTERPRISE NCC-1701-D often accommodates refugees, strangers, diplomats, and a plethora of other characters from across the Alpha and Beta Quadrants. The deck is also notable for the rectangular void that runs down the outer hull spine, providing access for EPS and computer umbilicals connection.*



DECK 19

The *U.S.S. Enterprise NCC-1701-D* may be required to undertake extended missions away from any support facilities, and as such it needs extensive storage facilities in order to maintain its self-sufficiency. The rear of Deck 19 features two dedicated areas designed to house consumable materials, which are located close to the consumables transfer conduits that allow distribution of these commodities to all parts of the ship. This level contains a small number of crew quarters located within the center of the deck, facing the outer starboard hull, although the port side

is taken up with a series of VIP guest accommodations that are used to house visiting dignitaries from other planets or to transport senior **Starfleet** officers who may require passage on the *Galaxy*-class vessel. Subsequent lower decks house the various power production and distribution systems, so Deck 19's forward crew lounge is the last such facility for a number of levels.

▶ *Deck 19 houses a variety of VIP quarters for visiting dignitaries – regulars such as Betazoid Ambassador Lwaxana Troi, and once seen guest Dr. Timicin.*



DECK 20

Engineering support continues onto Deck 20, the internal displacement of which is larger than the decks directly above due to the slight widening of the engineering hull at this level. Located centrally within Deck 20 are a number of **turbolift** pass-throughs, which allow the turbolift system rapid access to all parts of the deck. The main internal corridors closely follow the curvature of the outer hull on port and starboard, giving fast access to the crew quarters. Deck 20 is the location of an alternate set of quarters for the captain, which are situated on the port side, utilized if the captain's normal quarters are damaged, or if the **saucer section** has become separated and the captain is left in control of the **stardrive section**. Such contingencies are a feature of the *Galaxy*-class design, with the rear part of Deck 20 housing a series of contingency crew accommodations employed if normal facilities are damaged, or if transporting an increased number of personnel. Deck 20 also houses a dedicated suite for a consulting engineer who may be working with the chief engineer

on the vessel's systems, in close proximity to the **EPS** support area at the leading edge of the deck.

▶ *Chief Engineer Geordi La Forge entertains Dr. Leah Brahms, GALAXY-class starship propulsion design expert, in the suite which is designated for visiting consultant engineers.*



▶ *Chief Engineer Geordi La Forge and Dr. Leah Brahms scramble through the Jefferies tubes in order to save the U.S.S. ENTERPRISE NCC-1701-D from the threat posed by an infant spaceborne life form. They set aside their different approaches to engineering, practical and theoretical, to work together as a team.*

Delta Quadrant Ships:

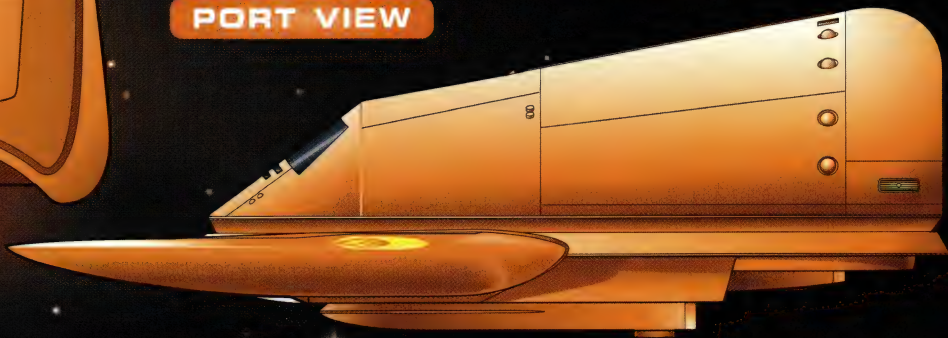
Encountered by the U.S.S. VOYAGER NCC-74656

FORE VIEW

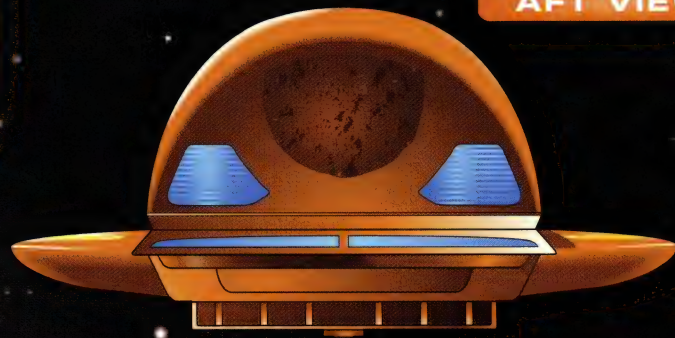


DORSAL VIEW

PORT VIEW

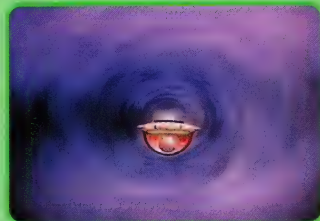


AFT VIEW



Ferengi Pods are vessels usually only encountered in the **Alpha Quadrant**. In 2373, however, the crew of the **U.S.S. Voyager NCC-74656** discover such a vessel in the depths of the **Delta Quadrant**. This ship is the property of **Dr. Arridor** and **Kol**, two **Ferengi** who find themselves in this part of the Galaxy after passing through the unstable **Barzan wormhole** in 2366. The profit-seeking individuals have since led a prosperous lifestyle on the **Takarian** homeworld, but the arrival of the **Starfleet** crew threatens their reign. The Ferengi are pulled away from their lush surroundings, but escape *Voyager* in their Pod—which again falls foul of the unstable wormhole.

STARSHIP LOG: 'FALSE PROFITS' [VOY]



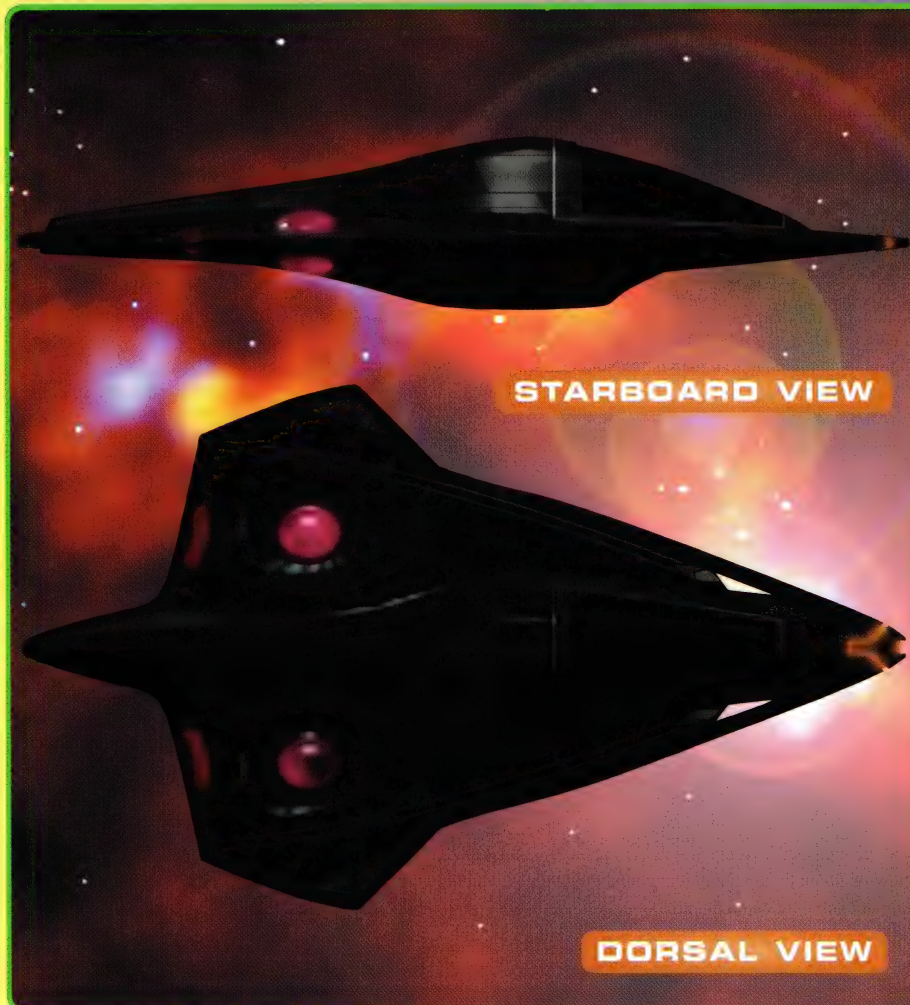
The FERENGI POD spirals out of control in the Barzan wormhole.



Arridor and Kol have led a life of luxury in the Delta Quadrant.

Delta Quadrant Ships: Encountered by the U.S.S. VOYAGER NCC-74656

FEDERATION TIMESHIP AEON



STARBOARD VIEW

DORSAL VIEW



▲ The **FEDERATION TIMESHIP AEON** accesses the Delta Quadrant in the 24th century via a temporal distortion.



▲ Captain **Braxton** commands the **AEON** from a compact, single occupant cockpit.

The **Timeship Aeon** is a **Federation** vessel from the 29th century. This small, single-seater craft travels to the year 2373 under the command of **Captain Braxton** in order to prevent the future destruction of Earth's solar system. The **Aeon** later falls into the hands of 20th-century entrepreneur **Henry Starling**.

STARSHIP LOG: 'FUTURE'S END', PARTS I AND II (VOY)

The severely damaged vessel encountered by the **U.S.S. Voyager NCC-74656** en route to **Illari** space carries three personnel, including the tyrant **Tieran**. Radiation within the ship is increasing to toxic levels; the **warp core** has sustained heavy damage, and is leaking **drive plasma** and **gamma radiation**. The crew are retrieved by **Voyager** before the vessel is destroyed, but **Tieran** later dies in sickbay.

STARSHIP LOG: 'WARLORD' (VOY)



▲ **TIERAN'S VESSEL** is left adrift and on fire after being attacked. The tyrant **Tieran** is returning to **Illari** aboard it.



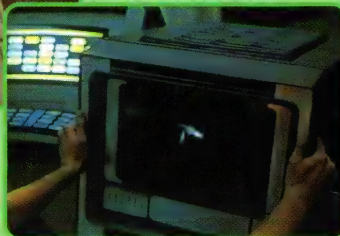
▼ The two survivors of the vessel's explosive destruction are a male **Illari**, and **Tieran's** widow.

TIERAN'S VESSEL



▼ Captain **Kathryn Janeway** watches as the **TAK TAK VESSEL** fires torpedoes at the **U.S.S. VOYAGER NCC-74656**.

▲ The **Tak Tak** official conducts communications from a spartan facility on his ship.



The **Tak Tak** are a unique species of the **Delta Quadrant** who utilize a ritualistic form of body movement in their communication with other races. In 2373, a **Tak Tak Vessel** launches an attack upon the **U.S.S. Voyager NCC-74656** after the **Starfleet** vessel is infected with a macroscopic virus. The **Tak Tak** are seeking to "purify" the starship, and launch a number of torpedoes at **Voyager**, one of which destroys the **secondary power couplings**, and the initial means by which **Captain Kathryn Janeway** had hoped to rescue her ship and crew.

STARSHIP LOG: 'MACROCOSM' (VOY)

TAK TAK VESSEL

FILE 44 NON-STARFLEET HUMANS

Vina

Vina almost dies when her ship crashlanded on Talos IV, but she is rescued by the Talosians who use their ability to create illusions to give her a life she could never have dreamed of.

In 2236, a Federation science vessel, the **S.S. Columbia**, is forced to attempt an emergency landing on the unexplored planet **Talos IV**. The descent is disastrous, and the only crew member to survive is a woman named **Vina**. During the crash she sustains massive injuries, and when the planet's native inhabitants find her, her body is broken and twisted, and she is barely alive.

The **Talosians** do what they can to help the injured woman, but their

understanding of human anatomy is very limited; although they restore her to health, they leave her body hideously deformed by human standards.

Fortunately for Vina, the Talosians have extraordinary mental abilities that allow them to read minds and manipulate a person's thoughts to generate completely convincing illusions. Under their influence, a person can believe themselves to look however they like, and be transported anywhere in the Galaxy. Once she has recovered, they allow her to see herself as the beautiful woman she had once been.

★ **Private dancer**
The Talosians transform Vina into a beautiful, writhing Orion slave girl who dances for the captain's personal pleasure.

Slavish care

Vina's rescuers are not completely benevolent, however. Thousands of centuries ago a war had forced them to abandon the

PROFILE ON VINA

NAME: Vina

LIFE FORM: Human female

STATUS: Sole survivor of the crashed **S.S. Columbia**, and Talosian captive

REMARKS: Vina is left physically crippled and deformed after recovering from the crash, but Talosian ministrations heal and entrap her mind, providing her with the perception that she is again a beautiful blonde.

FIRST SEEN: 'The Cage'



▲ Vina is resilient and adaptable, learning the weaknesses in the Talosians' psychic powers over 20 years.

surface of their planet and relocate to a subterranean complex. Underground, the Talosians became physically weak, and had even forgotten how to use much of the machinery their ancestors had used. They now believe that their only hope of reclaiming their world is to breed a race of slaves. Over the years, they captured various aliens, but none of them were

suitable. To them, Vina seems to offer enormous potential; she is intelligent, vigorous, and adaptable. However, she is a lone woman and they need to find her a mate. In the hopes of doing so, the Talosians transmit a fake distress call from the **Columbia**, which claims there were 11 survivors.

In the years that follow, the Talosians use their

psychic abilities to condition Vina's behavior. If she disobeys their orders they plunge her into hell; if she pleases them she experiences paradise. At first she attempts to resist. She soon learns that her captors cannot read primitive emotions, but despite her best attempts, she is unable to sustain the necessary feelings indefinitely. The Talosians work on her for years and years, punishing her and tricking her with illusions. Eventually, they break her spirit and, in Vina's words, they "own" her.

GENUINE ATTRACTION

★ Desire

Vina stares lovingly at Captain Pike, despite his continued attempts to break free of the Talosians.

★ Painful return

Vina plays a maiden in distress when the Talosians return Pike to the battlefield of Rigel VII.



★ Unwilling partner

Vina is hesitant to assist Pike in his attempts to break free of the Talosian cage. She knows that such behavior will result in cruel punishment.

Marionette

During these years, the Talosians also use Vina as a kind of living theater, creating illusions in her mind and then watching to see how she responds. The scenarios they chose are not necessarily unpleasant, and she realizes that despite her captors' plans, they do not mean to make her suffer.

Eventually, in 2254,

Vina



★ Taking sides

Vina cannot bear the thought of a solitary life on Talos IV, and initially believes she will leave with Captain Pike.

★ Willy ruse

Vina is a valuable pawn in the Talosian subterfuge aimed at starting a slave race with the Starfleet prisoners.



★ Standoff

Vina stands aside when she realizes that Pike will never succumb to the Talosians will as she eventually did.

★ Face value

Vina's true visage is revealed when the illusion is briefly abandoned.



"...I can become anything — any woman that you ever imagined — you can have anything you want in the whole universe..." — Vina to Captain Pike

another Federation vessel, the **U.S.S. Enterprise NCC-1701**, responds to the fake distress call. When a landing party beams down, the Talosians present them with the illusion that several people have survived the *Columbia's* crash, and in the middle of it, they place Vina. By now she is into middle age, but thanks to the Talosians she appears to be a beautiful woman in her twenties. To explain her youth, the illusory survivors tell the *Enterprise* crewmen that Vina was born "almost as the ship crashed."

The Talosians use Vina's own

ideas about what makes a perfect man to select a mate for her, and settle on the *Enterprise's* captain, **Christopher Pike**. They choose well, and after years of solitude, Vina is irresistibly drawn to him.

Caged eden

Within minutes, the Talosians lure Pike underground and imprison him in a cage. Tricked by the Talosians into believing there is nothing they can do, the rest of the landing party returns to their ship.

Vina understands what the Talosians want, and in many ways

their plan fulfils her own fantasies. She has not seen another human being for 18 years, and now she is being offered the opportunity to marry an attractive man and raise a family. What is more, Pike need never be aware of her true appearance. Equally, the Talosians' scheme is not gratuitously cruel; although they intend to enslave their Adam and Eve, they plan to give them the illusion that they are living perfect lives.

Vina is desperate for the plan to work and does everything she can to please Pike, hoping that he will fall in love with her and that they will eventually mate. She offers to become whatever he wants, and tries to persuade him to live a life of illusory pleasures. But the **Starfleet** captain is only interested in escape, and under pressure, she reluctantly tells him about the limits to the Talosians' powers. However, before she can pass on more than the most basic information, the Talosians punish her.

Escape from illusion

Despite Vina's disobedience, the Talosians continue with their plan, and Vina finds herself living out Pike's fantasies and memories as the Talosians attempt to bend him to their purpose. She is drawn in more and more, and Pike is deeply attracted to her. Despite her best efforts to seduce him, however, he refuses to cooperate. Beginning to doubt that he will ever mate with Vina, the Talosians trick two women from the *Enterprise* — **Number One** and **Yeoman Colt**

into beaming down. When the Talosians offer them to Pike as alternative mates, Vina is furious and begs for more time.

Pike has no intention of mating with anyone and when the *Enterprise* crewmen escape to the surface, Vina follows them. Even out of his cage, however, Pike realizes that there is no escape from the planet. The captain offers to stay with Vina if the Talosians will release his crewmates, but Number One sets her **laser pistol** to overload, stating that it is better that they all die than one of them live in slavery. Pike urges Vina to go back to the Talosians, but she refuses, saying that if they have even one human they might try again. In the face of such resistance, the Talosians abandon their plan and release their captives.

Choice to return

Pike offers to take Vina to the *Enterprise*, but she can never forget how misshapen her body is and can not face life as an aberration in human society. Before the captain leaves, she reveals her true appearance to him, and he accepts her reasoning. When Pike leaves, the Talosians restore her illusory beauty and she returns to their underground city.

Vina doubtless expects that she will never see the captain again, but 11 years later he is completely paralyzed in an accident, and chooses to return to Talos, where the Talosians give him and Vina the illusion of perfect happiness.

YOUTH REGAINED

Illusory Beauty

It is not entirely clear whether Captain Pike sees Vina as the woman she was before the crash. He finds himself so attracted to her that he believes the Talosians must have based her appearance on images from his dreams, but the disfigured woman bears undeniable similarities to the woman he sees. The Talosians do make some changes to Vina's appearances in the scenarios they present to Pike, but these are basically cosmetic — they change the length of her hair, even the color

of her skin — but her basic features remain the same. In the illusion the Talosians grant the two lovers, Pike looks exactly the way he did when he first visited Talos IV.



▼ Picnic paradise

Pike and Vina experience a beautiful pastoral illusion.

▲ Emerald vixen

Vina is physically altered by the Talosians to cater to Pike's preferences and ideals.



Perrin

Perrin enters into an apparently thankless marriage when she weds the famous Ambassador Sarek of Vulcan. She receives little of the affection to which human beings respond, but she nevertheless loves and is fiercely protective of her esteemed husband.

Perrin is a handsome Earth woman who appears to be in late middle-age. She is poised and gracious, and she speaks eloquently and deliberately. She wears simple pastel-colored wrap-around robes, and her blonde hair is swept back to a peak by a white headband with a gold decoration at the front. She also wears an ornate Vulcan medallion around her neck.

Vulcan mate

Very little is known about Perrin's past – the career on which she embarked, the places she lived, or whether she had a family previous to meeting the legendary Vulcan ambassador Sarek. She is evidently a strong, intelligent, and forthright woman, and these qualities must have attracted the attention of Sarek. She in return appreciates his restraint and genius for diplomacy. The circumstances of their

meeting remain unknown, but at some point they were joined in marriage. Sarek had long outlived his first wife Amanda, also a human woman.

Logical love

Perrin must be an extraordinary woman capable of happily accepting the emotional drawbacks of marrying a Vulcan. She embraces the terms and limitations of being Sarek's wife. She understands that those who expect an emotional response might find Vulcans cold, whereas they are simply being logical. She is unable to rein in her own emotions as her husband does, but she is not expected to do so.

She professes to know a good deal about the Vulcan mind, and a great deal about the heart of the particular Vulcan she has married. She realizes deep within herself that Sarek has always wanted to give her so much more, even if it was a simple matter of

PROFILE ON PERRIN

NAME: Perrin

LIFE FORM: Human female

POSITION: Wife of Ambassador Sarek

FAMILY: Unknown

REMARKS: A private, elegant, and well-spoken woman, Perrin forsakes the comforts of her homeworld with some nostalgia to pursue true love.

FIRST SEEN: 'Sarek' [TNG]

LAST SEEN: 'Unification' [TNG]



▲ The enigmatic Perrin keeps her past to herself and lives for the present in the intuitively caring relationship she shares with her husband. She has sacrificed many human comforts for the reward of love.

showing her some tenderness. Similarly, she knows on an intuitive level how much he loves her.

Sarek readily listens to his wife's counsel. They are equal partners – she occasionally speaks for him in matters not concerning his work, and she is one of the few people who can comfortably address the ambassador as an equal. She shares with him a love of classical music, especially Mozart

performed by the renowned concert violinist Tataglia.

Perrin does not appear to be lonely or cowed in any way, but she has forsaken a great deal to be with Sarek. She reveals that she hardly ever gets visitors of her own, as usually people wish to see her husband. She also misses small Earthly pleasures, such as mint tea. She tells Captain Jean-Luc Picard of the U.S.S. Enterprise NCC-1701-D

that it has been years since she has had tea – Vulcans have a strange concoction which they call mint, but any true tea lover would not recognize it.

Perrin travels with her husband on a number of his

★ Equal partners

The regal Perrin stands at her husband Sarek's side on his ambassadorial mission to negotiate with the Legarans aboard the U.S.S. ENTERPRISE NCC-1701-D.

POISED AND DIGNIFIED



★ Diplomat

Perrin possesses a great deal of diplomatic and persuasive skill which makes her a perfect addition to her husband's missions.

★ Assurance

Perrin speaks privately with Captain Jean-Luc Picard of the U.S.S. ENTERPRISE NCC-1701-D, offering her guarantee that her husband can continue with his delicate negotiations.



Perrin



★ Tenderness

Perrin treats those she cares about with an intimacy that is often not demonstratively reciprocated. She accepts affection in spirit and by intuition – a testament to her character.

diplomatic missions, including the completion of historic talks with the Legaran people in 2366. It is unknown if this is a usual arrangement, or if the instances increase as Sarek grows older. He introduces her to officials as “she who is my wife.”

There is a more practical reason for Perrin to accompany him, however. Sarek suffers from the extremely rare Vulcan malady known as **Bendii Syndrome**, which can affect those who reach the age of 200. This is untreatable, and causes the loss of emotional control. It takes away the core and dignity of the Vulcan being. Perrin is able to mitigate his occasional angry outbursts, and cajoles Sarek when he will not listen to his advisors. She suggests, for example, that they settle in to



★ Explanation

As a human, Perrin can more easily relate the intensely private details of her Vulcan husband's degenerative illness.

★ Widowhood

Perrin watches over her husband as he succumbs to Bendii Syndrome. She will once again be alone in the world.



★ Appreciation

Perrin is candid in expressing her thanks to Captain Picard. She realizes that his cooperation has been granted as a sign of esteem.

their quarters before taking a tour of the conference facilities on the *Enterprise*.

Guardian aide

She is well aware of Sarek's affliction, but she is committed to protecting her husband from himself. She knows that one of his ambassadorial aides, **Sakkath**, has been strengthening Sarek's mental discipline with his own. The condition came on so gradually that it was easy for her to delude herself and pretend nothing was wrong. She and Sakkath convinced themselves that they could help Sarek complete this one last

negotiation and end his career with dignity.

Perrin will not admit anything is wrong to anyone else, however. She reacts with anger to suggestions that Sarek might be ill, and she labels Bendii Syndrome a folk tale. She maintains there has not been a single case in Sarek's lifetime. She is fortunately not affected by the side-effects of the syndrome – random acts of violence caused by Sarek unwittingly projecting his runaway emotions telepathically onto others.

Perrin is well able to take the initiative. She attempts to change Captain Picard's mind when he deduces Sarek's condition and decides the ambassador is not well enough to conduct the negotiations. She argues that Sarek is a good man, and that he has

given the **Federation** a lifetime of service; she begs the captain to let him keep the respect he has earned. She also suggests the **mind-meld** that will allow Sarek to do this. Picard earns her eternal gratitude when he agrees to participate, despite the dangers to himself.

Strong enough for two

Perrin requires all of her strength of character to stand by and watch her beloved husband waste away in bed. She is the only one who can occasionally snap him out of his reverie. She adopts a stern tone and orders him to listen. She is strong for both of them. She permits no one to see Sarek; the one exception is Picard, as he is in many ways a part of her husband following the mind-meld.

It also pains her that it is too late for Sarek to heal any rift with his son, **Spock**, despite the fact that he desperately wants to do so. Spock leaves early in 2368 to foster the underground reunification movement on **Romulus**. Perrin is outraged that Sarek's son put his affairs in order and left without saying goodbye – but by the same token, as far as she is concerned, Spock disappeared long ago.

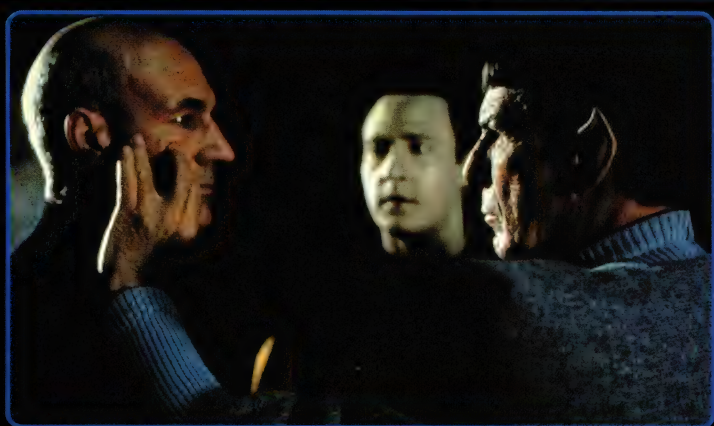
Perrin survives her husband when he dies in 2368. She is no doubt heartbroken, but she has shared many good years with him. She ensures that Sarek completes his last great act of diplomacy, and retires a legend – she was the strong woman behind the man.

“Perrin can be . . . quite logical, when she chooses.” — Sarek delivers to his wife high praise from a Vulcan

MIND OVER MATTER

Parental disapproval

Perrin is fiercely devoted to Sarek, and very protective of him. She refuses to apologize for this. She stands by him whatever the situation. She never forgives his son, Spock, for the fact that he openly attacks Sarek's diplomatic position during the Cardassian wars of the 2350's. She accepts that they had argued for years as family, but this very public dispute was a bridge too far. It showed a lack of loyalty to his father, and Perrin is offended for Sarek's sake; she makes sure that Spock is aware of this.



▲ Triangulating a meeting of the minds

Captain Jean-Luc Picard allows Spock to perform a Vulcan mind-meld in order to reconcile his feelings with the part of Sarek that lives on in the mind of the Starfleet captain after an earlier joining.

Ard'rian McKenzie

Ard'rian McKenzie is a bright young woman whose ideas on artificial intelligence bring her into stark conflict with the leader of the **Tau Cygna V** colony. This leads her to develop romantic feelings for the android **Lt. Commander Data** when he visits the settlement to begin emergency evacuation proceedings.

The settlers of **Tau Cygna V** are a diverse group who have made a success of a very challenging predicament. They are the descendants of a group of colonists who were bound for the planet **Septimis Minor** in 2273, but crash-landed on **Tau Cygna V** instead. More than a third of the original colonists died from the **hyperonic radiation** that immerses the planet, but the remainder adapted, survived, and flourished.

Ard'rian McKenzie is one of their 15000 descendants who occupy the settlement almost a century later. She is an attractive young woman with long, dark hair, and a keen scientific mind. Her home is a modular design, with discreet lighting, and plush furnishing in a subdued beige color scheme. Random pieces of object d'art break up the functional lines.

Ard'rian's area of special interest is artificial

intelligence and robotics – not an area of study she can indulge to any great extent on **Tau Cygna V**, but one she approaches with passion and determination. Her home is littered with basic robotic shells she has developed and built; it is unknown if any of these have progressed to an operational stage.

Robotic interest

She is naturally intrigued when an example of very fine robotics arrives in the colony in 2366: **Lt. Commander Data**, second officer of the **U.S.S. Enterprise NCC-1701-D**. He is the first android Ard'rian encounters, and she cannot resist testing his reflexes on their first meeting by forcefully throwing a piece of metal tubing at him.

She fires constant questions at him, beginning with whether his neural pathways are **duotronic**. She demonstrates a strong technical understanding at the same time; she is easily

PROFILE ON ARD'RIAN MCKENZIE

NAME: Ard'rian McKenzie

LIFE FORM: Human female

HOME: Tau Cygna V

OCCUPATION: Student of artificial intelligence and robotics.

REMARKS: Descendant of survivors of a crashlanding and radiation poisoning. Strong-willed, inquisitive, and bright – a trail blazer.

LAST SEEN: 'The Ensigns of Command' [TNG]



The intelligent and adaptable Ard'rian McKenzie is an aspiring robotics scientist. She sees her evacuation of Tau Cygna V as an opportunity to pursue her technological interests.

able to follow Data's modifications to a **phaser** using spare parts from his own body.

Her position places her at odds with **Gosheven**, the community's leader. He harbors a "stubborn" and "irrational" prejudice against computers because he does not like the idea of machines giving orders to people. Ard'rian likes the fact that computers do not

"I don't have any silly prejudice against computers. I like them."

— Ard'rian McKenzie befriends Lt. Commander Data

have human failings such as stubbornness and irrationality – dubious qualities that she feels Gosheven possesses in some measure. She has little time for him.

This antagonism spills over into open conflict when Gosheven's prejudice means he refuses to take Data's warnings seriously, despite the fact that a hostile force known as the

FRESH INTELLIGENCE

★ Private lessons

Ard'rian McKenzie proves to be a quick study and apt pupil. Data is the first android she meets, and she is eager to learn as much as possible from him.



★ Making acquaintance

McKenzie is introduced to Lt. Commander Data by Kentor and Haritath in the city. These initial contacts display more tolerance and open-mindedness than later ones.



★ Open house

Ard'rian welcomes the other colonists into her home as a forum to discuss their concerns over the imminent danger their planet faces. She is a gracious hostess.



OTHER CARDS IN THIS FILE...

24 DR. NOONIEN SOONG
35 DR. IRA GRAVES

SEE OTHER FILES...

OTHER GROUPS & RACES .File 18
STAR TREK: THE
NEXT GENERATIONFile 69



Ard'rian McKenzie

★ Lip service

Ard'rian is disappointed when Lt. Commander Data does not recognize the passionate nature of her kiss.



Sheliak is en route to take rightful control of the planet. For her part, Ard'rian balances up the facts of Data's mechanical impartiality, and the colony's inability to resist an assault. She does not appear particularly distraught about having to leave Tau Cygna V, the only home she has known. It is simply a necessity.

Mixed allegiance

Ard'rian sides with Data as much, it seems, to challenge Gosheven as to alert the settlers to the threat posed by the Sheliak. She faces down the leader when he lyrically describes the sweat and sacrifice that went into building

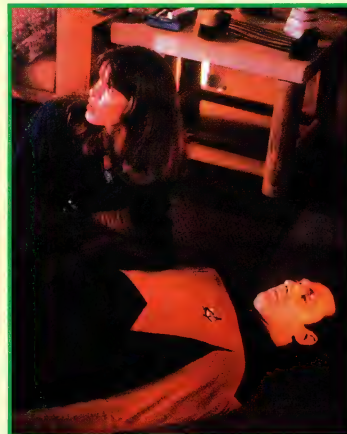


★ Unnecessary force

McKenzie is unimpressed, but not surprised when Gosheven arrogantly sweeps into her home and disables Data.

their colony. She also helps the android to win people over with passionate rhetoric describing how defying the Sheliak will be fruitless. She plays Data's chorus, throwing in apt questions at key moments.

Ard'rian also offers her house as a venue for concerned citizens to meet and talk about their unease at staying. She is appalled when Gosheven arrives and disables Data with an energy weapon, though his cavalier behavior does not altogether surprise her. She is just as irked by the way in which the discontented colonists are cowed by their leader's display. Her technical skill allows her to make some progress in scanning Data



★ Robotic emergency

The aspiring robotics engineer is dismayed when she concludes the severity of the injuries to her new found friend.

and finding out the extent of the damage, though his own diagnostic circuitry makes the repairs.

Hindred spirit

The young woman's distress at Data's condition stems partially from a developing romantic interest in the android. She is attracted to his calm, logical demeanor, and at one stage kisses him passionately when he doubts his ability to convince the colonists to leave – because he “appears to need it.” She is a little crushed when he



★ Human nature

Ard'rian keenly observes what limited understanding Data has of human behavior.



★ Personal space

Data is unversed in the nuances of body language and non-verbal communication – Ard'rian's overtures do not register.

interprets the kiss simply as a show of support, and she begins to realize the extent of his ignorance of human behavior.

Ard'rian stands by Data even when it seems he is going to destroy the city's cherished aqueduct. She witnesses his success in ruthlessly driving home to Gosheven and the others the brute force they will be facing with the Sheliak, and knows that as her people make preparations to evacuate, she has helped to safeguard their future.

She has given Data valuable help in his understanding of human interaction, and for this he will always be grateful to her. He tells Ard'rian he could not have succeeded without her support and insight. She still looks for a sign that Data will remember her with affection, or has any feeling for her at all. It is a fact of life that he does not, but the android does kiss his newfound friend goodbye – because she appears to need it.



★ New interest

Ard'rian says goodbye to her platonic friend Data with the awareness that she has gained renewed faith in herself.

STRENGTH IN MODERATION

Other colonists

Kentor and Haritath are the first Tau Cygna V colonists to come across Lt. Commander Data after his shuttle makes planetfall. Kentor is tall and dark-skinned; Haritath is shorter and balding. They are intrigued by the shuttle and its technology, and initially a little apprehensive of the android.

They are both friendly and hospitable people who are very proud of their colony and all they have achieved. They tell Data the story of Tau Cygna V, and lead him excitedly into town to see Gosheven, their elected leader. They have a great deal of respect for Gosheven, and believe strongly that he has the colony's best interests at heart. He has always done well for them.

Kentor and Haritath are reasonable people who are willing to countenance a plan to evacuate the planet should it become necessary. They even join a group convened at the house of Ard'rian McKenzie, eager to hear more about what will happen after any potential resettlement – whether the Federation will leave them to their own devices, for example. Haritath is the more vocal, demanding the android be allowed to speak at a town meeting. Kentor is more reserved, though he wishes to hear more as well. He is a respected citizen whom people will follow if he makes a stand, but he understands that Gosheven is also respected, and needs to be convinced for the sake of the people.

These people are the moderates Data needs to press his point, but Gosheven's ruthless deactivation of the android silences them briefly. They witness the effect of Data's phaser shortly after, however, and it seals their decision. There will be another home for Kentor, Haritath, and the Tau Cygna V colonists.



▲ An unusual discovery

Kentor and Haritath are the first inhabitants of Tau Cygna V to encounter the Starfleet shuttlecraft and the android inside.

▼ An ear for reason

Kentor and Haritath are respected members of the colony, and are eager to share their culture with the peculiar outsider.



Tarakis Synaptic Transmitter

A vast synaptic transmitter on an isolated planet in the Delta Quadrant broadcasts the memory of a painful event to all passersby. It keeps the flame of hope for the future alive at the same time — by ensuring that the past is not forgotten.

Tarakis is an unremarkable yellowish planet, one of 14 planets in a densely populated star system in the **Delta Quadrant**. Little sets it apart from its neighbors, or might serve to attract visitors, except for an isolated, giant monolith rising far above a flat, open valley on the planet's northern-most continent. This is one civilization's memorial to a violent past — it provides a unique lesson to others.

The monolith is huge. It appears to be over 30 meters tall, and casts a large shadow over the area of grassland that surrounds it. The material from which it is constructed is unknown, but it resembles a glossy brown granite. The massive blocks are flush with each other, with no apparent joints or supports, much like the Egyptian pyramids of Earth.

The edifice is broken roughly into two parts: the base and the spire. The base is a square pyramid about six and a half meters square. The tip is smoothed flat, and an indentation runs all the way around it, about two-thirds of the way up. A black, stepped structure also constructed of blocks juts out of each side. The function of these

odd features is unknown; they may simply be adornments.

The monolith's spire is also four-sided, and nearly four meters square at the point it connects to the base. It rises to a point of about half the size, with a strip of the same black material that adorns the base running down each side. The turret is topped with a diamond-shaped artifice and a small, yellow sphere that glows rhythmically.

Cryptic message

A series of hieroglyphs are inscribed in panels set into the four sides of the base, one to each side of the black structures. The glyphs are about the size of a human being's played fingers. They are composed mainly of circles, lines, and dots carved in different configurations for different characters. The translation of this message reads: "Words alone cannot prevent the suffering. Words alone cannot convey what happened here from happening again. Beyond words lies experience. Beyond experience lies truth. Make this truth your own."

The structure emits an audible hum of power, and yields a strong power signature to shipboard and handheld sensors. Its power cells

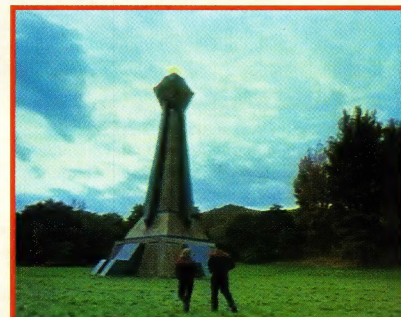
are designed to last for centuries; accordingly, the **synaptic transmitter** contained within the monolith continues to deliver its grim message for 300 years after it is constructed.

The transmitter broadcasts **neurogenic pulses** like a radar throughout the surrounding star system. Any sentient beings aboard passing vessels receive sequenced images of a terrible massacre in the form of actual memories, as though they had played a part in it themselves. They even experience the anguish of those who perpetrated the bloodbath, in a kind of post-traumatic stress syndrome. Among those deeply affected are the members of an away mission from the **Federation** starship **U.S.S. Voyager NCC-74656** in 2376.

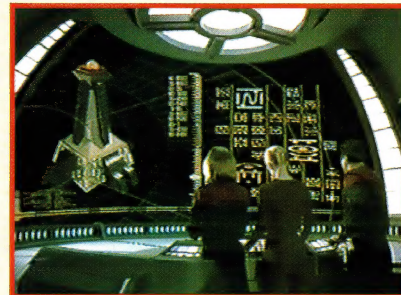
Unwanted influence

The synaptic transmitter was designed by a civilization that visited Tarakis at some point in its development. It was a race that shared many similarities with human beings from Earth in the **Alpha Quadrant**. They developed **warp drive** and energy weapons, and then came to Tarakis to fight.

The incident that prompted the



▲ The monolithic pillar rises out of its broad square base, tapering upward until reaching a small reverse pyramid that supports its apex.



▲ Captain Kathryn Janeway, Seven of Nine, and Commander Chakotay examine diagnostics of the monolith in the Astrometrics Lab aboard the U.S.S. VOYAGER NCC-74656.

construction of the transmitter occurred some time in the 21st century. A division of military forces attempted to temporarily evacuate a settlement of people known as the **Nakan**. The locals resisted this enforced removal bitterly; they felt the outsiders had no reason to be there. The soldiers, for their part, firmly believed it was for their own good.

ANATOMY OF A MONUMENT OF MEMORIES



▲ The base of the Tarakis memorial monolith has four sides taller than the height of an average human. Each side has two panels, separated by black steps, which are covered with hieroglyphs.



▲ The second tier of the monument leads up from the base into the tallest portion of the structure. Black beams rise from here on all four sides, but it is unknown if they are supportive or ornamental.



▲ The top of the monument is cradled by four lengths of black material atop the core structure. The construct widens from its base, and then narrows again in gradients to its apex, which emits a globe of light.

Tarakis Synaptic Transmitter



▲ **Lt. Tom Paris's 1950's television broadcasts his participation in a nightmarish war on its every channel.**



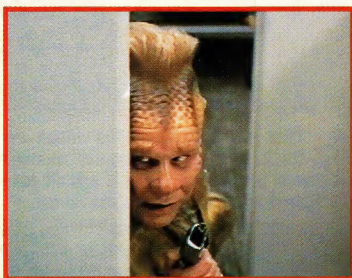
▲ **The VOYAGER mess hall is converted into an extension of sickbay when neurogenic pulses affect many of the crew.**



▲ **The diagnostic display screen reveals that the peak of the obelisk is the densest part of the memorial.**



▲ **Ensign Harry Kim finds himself disorientated, and aiming to fire at unknown civilians in a strange cave.**



▲ **Neelix suffers from paranoid delusions of persecution and danger aboard the U.S.S. VOYAGER NCC-74656.**

The Nakan resistance took the form of a small force of 24 colonists armed with **particle weapons** and hidden within one of the settlement's enclosures. They opened fire, according to the memories of those present, and the soldiers responded in kind. Every one of the settlers thus

became a legitimate target for the exhausted soldiers, and an entire village of innocent people, including the children, was slaughtered.

Savage re-enactment

The commander of the soldiers, a man named **Saavdra**, covered up the massacre by disintegrating the bodies. He ensured no evidence remained to link them to the atrocity, and he purported that the village was empty when they arrived. The soldiers under his command could not be silenced, however. The shameful incident became public knowledge among their race, and the synaptic transmitter was constructed as a memorial to those who died. It is the race's fervent hope that those who visit the planet will learn from their mistakes and ensure that such

an outrage never happens again.

Captain Kathryn Janeway of the starship *Voyager* understands the reason the synaptic transmitter was established. She believes that the memorial should remain, as destroying the evidence would make them no better than the perpetrators of the crime. She does, however, consent to placing a warning buoy in orbit to warn any ships entering the system of what they are about to experience.

A transfer of power to the dying power cells is undertaken by the *Voyager* crew, ensuring that the monument will continue to function for many more centuries – and that the legacy of Tarakis will never be forgotten.

HISTORICAL PRESERVATION

Restoration

Many of the crew suffer a condition similar to post traumatic stress disorder after their encounter with the memorial on Tarakis, and the consensus is to disable the synaptic transmitters that implant the offending memories. Captain Kathryn Janeway makes the unpopular decision to restore its battery cells that have diminished over the last three centuries to reduce the memory fragmentation and preserve the integrity of the message of the Tarakis conflict – to learn from the mistakes of others. As a compromise, a warning buoy to notify other space travelers of the impending experience is placed in orbit in close proximity to the planet.

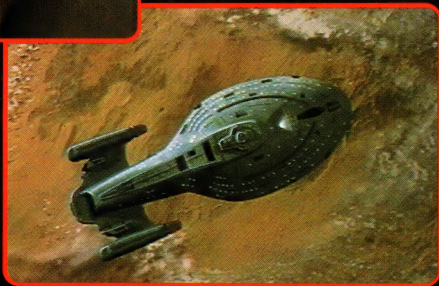


Recharged

▲ **Lt. Tom Paris and Ensign Kim, two of the most traumatized crew members, attach power cells to the base stones to ensure proper operation for another 300 years.**

Warning sign

▲ **The U.S.S. VOYAGER NCC-74656's crew leaves the uninhabited Tarakis with a broader understanding of suffering, retribution, and amends.**



▲ **Captain Kathryn Janeway makes an anthropological study of the large hieroglyphs at the base of the lone edifice in the uninhabited valley of the planet Tarakis.**



'Body and Soul'

'BODY AND SOUL'

"Seven, they're pulling us in. You're going to have to hide the Doctor's program."

— Ensign Harry Kim

Seven of Nine must provide refuge for the Emergency Medical Hologram when the *Delta Flyer* is captured by the Lokirrim for harboring a photonic life form. This proves to be an enlightening experience for the Doctor, as he samples the pleasures of an organic body for the first time.

During a routine data gathering mission aboard the *Delta Flyer* the Doctor waxes enthusiastic about samples he has collected that contain DNA strands, and thus the potential for life. The *Flyer*, however, is suddenly attacked by a Lokirrim Patrol Ship claiming that there is an "insurgent" aboard, and demanding that they surrender. The Lokirrim ignore Ensign Harry Kim's protests that the hologram they detect is the ship's doctor, and he is unable to contact the U.S.S. *Voyager* NCC-74656.

The Lokirrim trap the *Flyer* in a tractor beam, and transmit a disruption field designed to decompile the Doctor's matrix. Unable to escape the Lokirrim, the *Flyer* is boarded, and Seven of Nine claims the disruption field has destroyed the Doctor, and explains that his mobile emitter is her portable regeneration unit. It is confiscated, along with the Doctor's spores, misconstrued as the components of a viral weapon, and Harry and Seven are incarcerated.

Once alone, Seven reveals that she is the Doctor. With no other option available, she downloaded his matrix into her cybernetic components, and he has subsumed her personality.

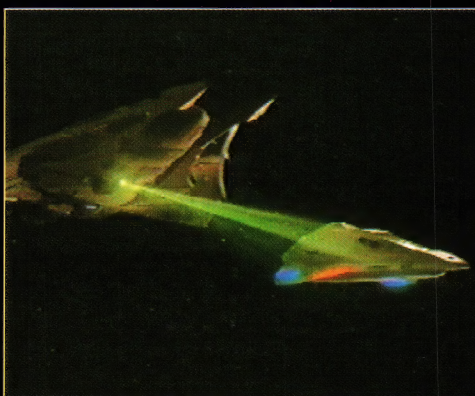
Mourning urges

Captain Kathryn Janeway anticipates a rendezvous with the *Delta Flyer* in 48 hours, and Lt. Tom Paris is supplying medical aid in the Doctor's absence. A tricky case concerns Lt. Commander Tuvok, who is reluctant to admit he is experiencing the early stages of Pon farr, the Vulcan mating urge. The Vulcan libido increases with age, and Tuvok is experiencing acute discomfort. He is keen that his condition be concealed from the captain, although he will have to relinquish his duties for a short while.

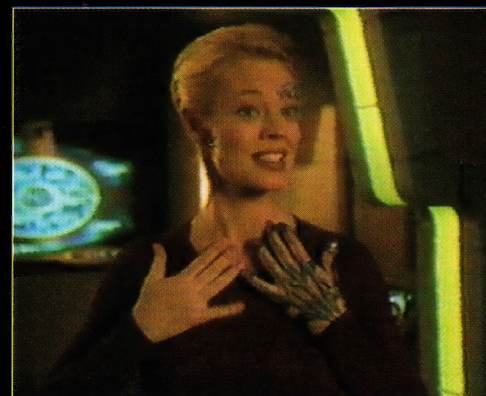
The Doctor is enjoying the experience of physical sensations for the first time, being particularly taken with the sense of taste. When asked by the Lokirrim Captain Ranek to demonstrate the *Delta Flyer*'s food replicator, the pair indulge to excess, but the Doctor manages to retrieve the mobile emitter. In exchange he offers medical assistance to the Lokirrim.

He cultivates a friendship with Lt. Jaryn, herself taught medicine by a photonic doctor before he joined the insurgents.

ON SCREEN...



1 The DELTA FLYER is attacked by a LOKIRRIM PATROL SHIP after the alien crew detect the Doctor's photonic presence aboard the Starfleet vessel.



2 With the crew of the DELTA FLYER contained within a Lokirrim prison cell, the Doctor reveals that he has taken control of Seven of Nine's body.



3 Aboard the U.S.S. VOYAGER NCC-74656 Tuvok begrudgingly reveals to Tom Paris that he is suffering from the Pon farr, the Vulcan mating urge.



4 The Doctor takes the time to assist the Lokirrim commander, Captain Ranek, explore the culinary delights contained within the DELTA FLYER's replicator.



5 The Doctor is able to return to his own form when he succeeds in retrieving his mobile emitter. Nevertheless he must still remain hidden from the Lokirrim.



6 The Doctor returns to Seven's body and assists Lt. Jaryn in the LOKIRRIM PATROL SHIP's medical bay. He quickly forms a pleasant working relationship with her.



'Body and Soul'

The Doctor is fullsome in his praise of Jaryn, although remembers his role long enough to suggest the reason her teacher may have joined the insurgents was due to feelings of subordination.

The medication taken by Tuvok fails to repress his urges, and Tom Paris is unable to synthesize anything else. He suggests an alternative treatment in the **holodeck**. Tuvok will not break his marriage vows, but will compromise by consorting with a holographic representation of his wife. The photonic activity, however, draws the attention of a **Lokirrim Warship**, which attacks *Voyager*. The attack is easily repelled, and by manner of compromise Janeway agrees to cease all holodeck activity while *Voyager* traverses Lokirrim space in the company of their former assailants.

The Doctor gleans the ship's access codes from Captain Ranek, but has to fend off his romantic advances. He has diverted his ship to a spatial anomaly of great natural beauty, and attempts an awkward kiss.

Once back in the cell, the Doctor and Seven disengage, and she is scathing of his behavior in her body. He considers he has acted with considerable restraint and criticizes Seven's refusal to see human indulgences as the joys of life.

Scheming physician

Using Seven's charms, the Doctor lures Ranek to the *Delta Flyer* under the pretext of starting their relationship anew. He begins a seduction before sedating Ranek, and then uses the *Flyer's* transmitter to contact *Voyager*, providing the access codes required to disable the *Patrol Ship*, and their location. A rescue is complicated by *Voyager's* Lokirrim escort, but the problem is solved by a direct hit on the ship's power matrix.

The Doctor delivers the unconscious Ranek to sickbay, claiming a low tolerance to **synthohol**, but he is revived by Jaryn. He orders the Doctor to be detained, and both he and Jaryn are disappointed at the duplicity. The Doctor is explaining that he is still a prisoner whose first duty is to escape, when *Voyager* approaches.

Using the access codes provided, Janeway temporarily disables the Lokirrim vessel, but Ranek connects the shields to his ship's **warp core**. If *Voyager* fires, Seven and Kim will be killed along with the Lokirrim. To

distract their captors, Seven and the Doctor disengage, and she manages to destabilize the ship's shield grid before being restrained. Ranek is injured attempting to restore the shields, and despite her misgivings about photonic beings Jaryn permits the Doctor to operate. He is successful, and there are

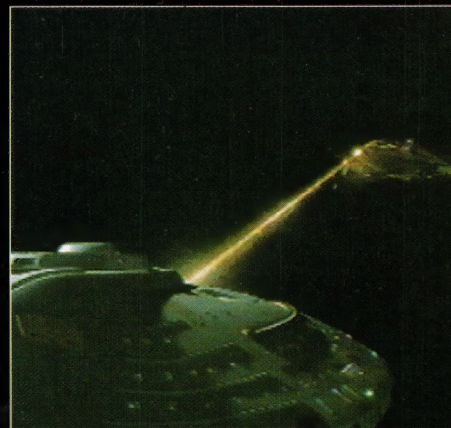
no further hostilities.

Back on *Voyager* Tuvok's condition has passed, and Seven decides to indulge herself occasionally. She enjoys a meal of pâté and wine in the Doctor's company, describing the taste to enable his vicarious participation in the experience.

ON SCREEN...



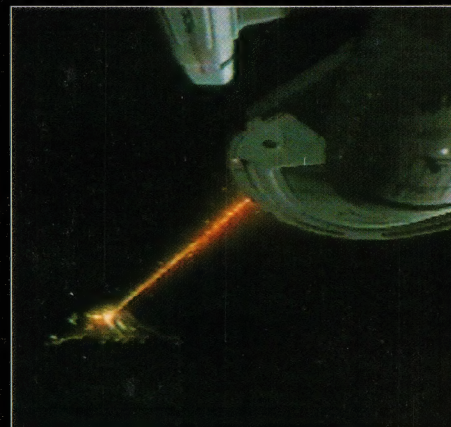
7 Tuvok resorts to a holographic recreation of his wife, T'Pel, in order to suppress the feverish mating drive that is rising within him.



8 The photonic activity that Tuvok is engaged in attracts the attention of a LOKIRRIM WARSHIP. VOYAGER's crew agree to suspend all use of holograms.



9 The Doctor is shocked to discover that Captain Ranek is attracted to Seven's physical form, and wishes to engage in a romantic experience.



10 VOYAGER's crew are contacted by the Doctor, and launch an attack against the Lokirrim in an effort to retrieve their captured colleagues.



11 The Doctor ultimately proves that his intentions are sincere when he treats Captain Ranek for injuries sustained during the conflict with VOYAGER.



12 The Doctor's experience has given Seven the will to enjoy life's pleasures; she takes a range of Earth delicacies to sickbay to sample with the Doctor.

STARSHIP FACTS

A The Doctor creates a slice of New York cheesecake when showing Captain Ranek how the *Delta Flyer's* replicator works.

A When contained within Seven of Nine's body, the Doctor describes himself as "ruggedly handsome ... a sharp wit ... a towering intellect."

A The Doctor notes that the EM fields of a nearby pulsar sound like the rhythm of the eight-chambered Ktarian heart.